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MENTAL HEALTH TIPS ☒
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INDIGO PROPHECY



quanticdream

BASED ON A GAME
RATED BY THE
ESRB **M**

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ATARI

INDIGO PROPHECY

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Prima Games

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INTRODUCTION

The Main Characters

The story revolves around four main characters. In many cases, characters must work together to discover the truth about the murder and figure out where that truth will lead.

Lucas Kane

Lucas Kane is the main character. He's an average guy who, in a trancelike state, unwillingly commits a murder in the washroom of Doc's Diner. Since he committed this crime, Lucas has had a strange, uncontrollable ability to see through the eyes of the people performing new murders.

Age: 31 years old
Height: 5' 9"
Weight: 185 lbs.
Place of birth: Wishita, USA
Birth date: 06/09/78
Job: IT manager
Family: Lucas is single and has one brother, Marcus



Carla Valenti

Carla Valenti is the police detective in charge of the Doc's Diner murder file. With her partner, Tyler Miles, they hunt down Lucas Kane.

Age: 28 years old
Height: 5' 5"
Weight: 130 lbs.
Place of birth: Brooklyn
Birth date: 07/14/81
Job: NYPD detective
Family: Carla is single and doesn't have any brothers or sisters



Tyler Miles

Tyler Miles is Carla Valenti's teammate. He is also in charge of the Doc's Diner murder investigation.

Age: 24 years old
Height: 6' 2"
Weight: 182 lbs.
Place of birth: Bronx
Birth date: 09/17/85
Job: NYPD agent
Family: Tyler has a girlfriend, Sam; three brothers; and two sisters



Marcus Kane

Marcus Kane is Lucas's brother. He became a priest a few years ago. When they were children, Marcus was Lucas's confidant and still is today—although they haven't seen each other in over two years. The ten-year anniversary of their parents' death brings them closer together.

Age: 37 years old
Height: 5' 9"
Weight: 171 lbs.
Place of birth: San Diego
Birth date: 02/12/72
Job: Priest
Family: Marcus has one brother, Lucas



Chapter 1: Introduction

The PDA



Lucas, Carla, and Tyler all carry a PDA with them. This has two functions in the game. First, the PDA lists how many lives the character has, how many bonus points the player has earned, how many bonuses they have unlocked, and the percentage of the game they have completed. Second (and more importantly), the PDA shows the current character's mental-health level. The PDA's second screen contains a diary for each character, reflecting on what they have done in past scenes of the game and what they want to accomplish in the current scene.

Mental Health



Mental health plays an important role. This is similar to health in other games. When a character's mental health reaches zero, the game is over. Mental health can decrease from hearing bad news, failing to accomplish an objective, or from someone dying. However, there are many opportunities to earn mental-health points. Eating food, drinking coffee or other beverages, sleeping, finding evidence, completing objectives, and other beneficial actions all raise mental health.

Tarot Cards: Bonus Points



Scattered throughout the game are tarot cards that are worth 5, 10, or 20 bonus points. You accumulate these points during the game and can use them to unlock bonus content. From the Main Menu screen, select Bonus Content,

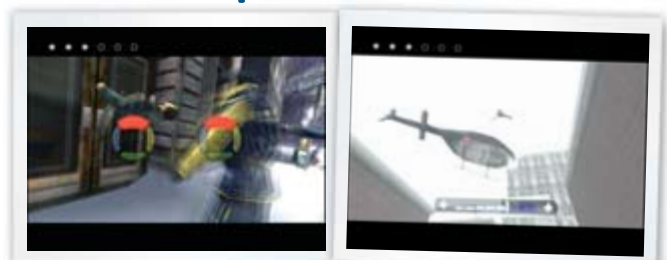
and a new menu opens; from here, you can spend bonus points on art, music, and movies from the game and on some things that didn't make it into the game.

Extra Lives

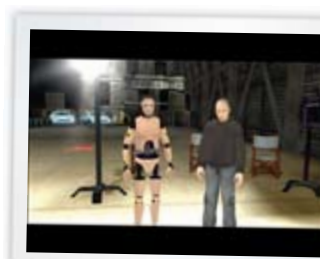


Scarcer than tarot cards, crucifixes appear in some levels. When a character picks up a crucifix, they gain an extra life, which they need during action sequences. When you fail an action sequence and lose a life, you can attempt the sequence again until you run out of lives. Otherwise, you must start over from the last save. Lives are represented by the filled-in circles at the top of the screen that appear during action sequences.

Action Sequences



During the game, you must complete action sequences. These require you to press certain buttons or keys, following on-screen prompts. There are two types of action sequences. The first requires you to follow a directional sequence of inputs. The second type requires you to repetitively alternate between two inputs. Usually when you fail an action sequence, the character loses a life or must try the task again. In some cases, a failure can mean game over.



Play the tutorial when you begin a new game to become acquainted with your platform's control system. The tutorial also covers the different types of action sequences, letting you practice them before you perform them in the game.

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THE MURDER

Day: January 27
Time: 12:02 AM
Location: Doc's Diner

The Nightmare Begins



A crow flies toward New York City, settling on a windowsill of Doc's Diner.



Holding a knife and bleeding, Lucas Kane trembles in a restroom stall. Mysterious visions enter his mind as his eyes roll back, and he enters a trancelike state.



While in a trance, Lucas attacks a man in the restroom, stabbing him three times with the knife. More bizarre visions follow, including that of a little girl holding out her hand.



LUCAS'S PDA

I've got to get out of the diner at all costs. There's a policeman at the counter. I'd better be careful not to leave any clues behind me.

Restroom

Lucas's Mental-Health Modifiers

Action	Mental Health
Hides the body	+5
Mops up blood	+5
Hides the knife	+5
Washes face	+5
Finds coin (condom machine)	+5
Lucas commits the murder	-60
Leaves restroom without washing face	-20
Checks window in restroom	-5

You gain control of Lucas in the diner's restroom right after the murder. There are many interactive objects in this room, but only a few of them help Lucas cover his tracks. The rest are just a waste of time. When you take control of Lucas, an internal timer begins counting down to when the police officer leaves his stool and begins walking to the restroom. Hiding evidence puts more time on the clock, buying Lucas a few more seconds to explore the diner.

Essential Restroom Actions

The following actions maximize Lucas's mental health and increase the time on the timer that counts down to the police officer's trip to the restroom.

Victim's Body



There aren't many places to stow the body, but when prompted, Lucas drags the victim into the center stall and closes the door. It's not perfect, but it's better than leaving the body on the floor.

Mop



The mop leans against the outside wall, just below the window. Lucas can use it only after he moves the body. He mops up the pool of blood on the floor where the body was lying. However, he fails to clean the trail of blood leading into the center stall—the police officer won't overlook this.

Chapter 2: The Murder

Knife



The bloody knife is located on the floor near the urinals; you should hide it. After you select the knife, Lucas hides it in one of three possible locations in the restroom. The camera view cuts to the diner as Lucas hides the knife, making the following investigation sequence a bit more challenging for Carla and Tyler.

Sink



At the sink on the right (the one that doesn't say "Out of Order"), Lucas washes the blood off his hands and splashes some water on his face. Failing to wash up before leaving the restroom causes the waitress (Kate) to scream, drawing unwanted attention.

Door



This door leads out to the diner. Lucas should at least wash his face and hands before leaving the restroom. Otherwise he must find an exit before the police officer can react.

Other Restroom Actions

Most of these actions either waste time or degrade Lucas's mental health. However, some may help fill in the story or enable later actions.

Blood in stall: There are a couple of bloodstains on the stall's floor where Lucas was sitting before the murder. By investigating these stains, Lucas realizes his wrists are bleeding. You can't clean these stains, and seeing them does not affect Lucas's mental state.



Restroom window: After looking through the barred window and realizing this isn't a possible exit, Lucas's mental health degrades (-5).



Mirror: If Lucas hasn't washed up, he discovers he's covered in blood. Time to use that sink!



Hand dryer: It doesn't take long to use, but Lucas doesn't have time to dry his hands.

Condom machine: This machine hangs on the wall by the urinals. By interacting with the machine three times, Lucas can retrieve a coin from it—and a mental-health bonus. Use the coin to place a call on the diner's pay phone, or play a tune on the jukebox. Lucas already has one coin in his pocket. If he wishes to use both the pay phone and the jukebox, he needs this coin.



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Toilet/urinal: Lucas can relieve himself in a toilet or urinal, but this action does not affect his mental state; it's just a waste of time. After he relieves himself, Lucas can then flush the toilets—another time-waster.



CAUTION

Even though it's the first scene, the game can end if any of these events occur:

- Officer McCarthy discovers the body while Lucas is in the restroom.
- Lucas and Officer McCarthy are both in the diner after McCarthy discovers the body.
- Lucas rushes out of the restroom with bloody hands and fails to escape through the emergency door.
- Lucas wanders around outside too long and is approached by a police car.



Diner

Lucas's Mental-Health Modifiers

Action	Mental Health
Drinks	+5
Eats	+5
Leaves (after paying bill)	+5
Plays jukebox (one time only)	+5
Leaves without paying the bill	-10
Calls Marcus	-5
Talks to cop	-10
In diner when cop enters restroom	-5
Talks to Nash/Elliott	-5
Talks to Kate (at bar)	-5
Talks to Kate (from behind bar)	-5

Lucas can do a few more things in the diner to improve his mental health and fill in some of the story. However, it's important that Lucas leaves the diner before the police officer discovers the body in the restroom.

Lucas's Booth

Lucas's booth is the nearest to the restroom. His table contains a plate of food and a couple of drinks. If Lucas washed up, mopped the floor, and hid the knife, he has plenty of time to interact with the items at his booth.

Sit at booth: By sitting down, Lucas can interact with the objects on the table. But he leaves behind some blood evidence on the seat—something Carla can spot in the next scene.



Check: Lucas can pay the check at his table whether he's standing or sitting. He gets a +5 mental-health bonus upon exiting the diner if he pays the check.

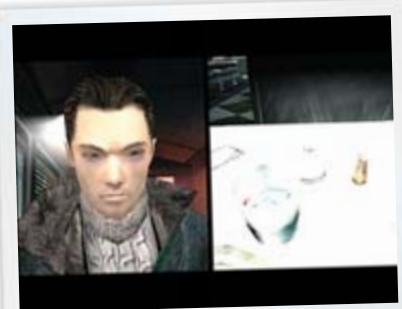


Drink from glass: Lucas gets a +5 mental-health bonus by taking a drink.



Eat food: Lucas earns another +5 mental-health bonus by eating the food on his plate.

Cup of coffee: Lucas doesn't remember ordering coffee. He wonders if someone else was sitting at the table.



Chapter 2: The Murder

Other Diner Actions

Make a phone call:

Using either the coin in his possession or the coin he retrieved from the condom machine, Lucas can use the pay phone at the back of the diner, just across from the restroom door. He calls his brother Marcus but gets his answering machine. This affects Lucas's mental health negatively. Carla can request a list of calls made from this phone in the next scene, potentially linking Lucas to Marcus if Lucas makes the call here.



Jukebox: The jukebox (at the front of the diner) also requires a coin to operate. Unlike the phone, this action boosts Lucas's mental health and leaves behind no traceable evidence.



Talk to patrons:

Lucas can speak with the three other diner patrons, including Officer Martin McCarthy. All conversations result in negative modifiers to Lucas's mental health. It's best to stay quiet.



Speak with Kate: Lucas can interact with Kate by either attempting to access the area behind the diner's counter or by sitting in one of the stools near Kate's position. Both interactions have a negative impact on Lucas's mental state. While sitting at the counter, Lucas can also watch TV, but the weather report offers no useful information.



Doors: Lucas can exit the diner via the front door or the emergency exit at the back. However, Kate notices if he attempts to leave before paying his bill and shouts out to Lucas. It's still possible to exit after Kate speaks up.

TIP Lucas leaves behind a splotch of blood outside the diner, regardless of which exit he chooses. In the next scene, Carla or Tyler spot this blood evidence outside the front or back doors.

Escape

Lucas's Mental-Health Modifiers

Action	Mental Health
Lucas leaves by taxi or subway	+10

Lucas isn't out of danger after he exits the diner. When he exits, Officer McCarthy enters the restroom and discovers the body. Lucas must find a way out of the neighborhood before a patrol car approaches him. There's only a handful of actions Lucas can perform outside, the most important being the escape.

Bogart: In the alley just outside the emergency exit, Lucas can look at Bogart, a homeless man huddled near a flaming barrel. This isn't the last time Lucas encounters Bogart. Don't worry, Bogart can't provide the police with any reliable information.



Taxi: A taxicab is located down the street from the diner, providing one of two possible escapes. From the diner's front door, turn right and cross the street. However, the police can obtain the taxi company's records.

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Subway: If Lucas wants to cover his tracks, the subway is the best escape option. From the diner's rear door, turn left and cross the street. A stairway along the sidewalk leads down to the subway.



TOP Don't waste too much time outside! Otherwise, a squad car approaches Lucas, bringing the game to a quick end.



Escaping the Diner: Walkthrough Options

Flawless execution: To maximize Lucas's mental health, start by moving the body, mopping the floor, hiding the knife, and washing at the sink. Smack the condom machine three times for the coin to quickly gain a mental-health bonus. Next, enter the diner and sit down at the booth to eat, drink, and pay the bill. With time left to burn, walk over to the jukebox and play a tune for another bonus. Finally, leave the diner through the front door before Officer McCarthy gets up to use the restroom. Outside, move to the subway to end the scene.

Quick escape: Right after the murder, Lucas can simply rush out of the restroom and into the diner. The sight of Lucas's bloody hands causes Kate to scream, immediately gaining Officer McCarthy's attention. Lucas has only a few moments to act before McCarthy approaches from the diner's far end. This leaves the emergency exit as the only escape option. Lucas must act quickly to get out the door. Once outside, Lucas can use either the subway or the taxi to end the scene. While this option is the quickest way to end the scene, Lucas won't benefit from any of the mental-health bonuses offered by cleaning up and covering his tracks. Plus, having seen Lucas up close with bloody hands, Kate will have an easier time with the composite sketch later on.

INVESTIGATION

Day: January 27
Time: 01:12 AM
Location: Doc's Diner

Arrival



Roughly one hour after the crime, investigators Carla Valenti and Tyler Miles arrive at Doc's Diner.



After exiting the car, Carla can access an internal monologue that reveals a bit more of what lies ahead. Tyler can perform the same action when he's inside the diner.



When Carla's monologue ends, she can enter the diner. Tyler follows.

CARLA'S PDA

I have to question the witnesses and gather any clues I can in the diner. The killer must have left traces we can use to track him down.

TYLER'S PDA

There's been a murder in a diner. I'll try to keep my eyes open while I help Carla find some clues and question the witnesses.

Chapter 3: Investigation

Diner

Carla's Mental-Health Modifiers

Action	Mental Health
Finds book	+10
Sees blood at Lucas's table	+5
Asks for phone list	+5
Drinks coffee (1st time only)	+5

Tyler's Mental-Health Modifiers

Action	Mental Health
Talks to Martin	+5
Talks to Frank	+5
Talks to Garret (before restroom)	+5
Drinks coffee (1st time only)	+5
Calls Sam	+5
Plays jukebox	-5

Carla and Tyler have a few goals to achieve in the diner. First, they must get as much information as possible from Officer McCarthy and from Kate, the waitress. A thorough search of Lucas's booth reveals plenty of clues and evidence. Frank and Garret stand by to process any evidence you uncover.

When Carla enters the diner, she automatically strikes up a conversation with Martin McCarthy, the officer who discovered the body. During this interactive conversation, have Carla focus on questions pertaining to the murder. Martin's most valuable insight is on the victim and suspect. Carla cannot exhaust all conversation options, so choose carefully.



Carla/Martin Conversation Topics

· Martin	· Victim	· Body
· Suspect	· How	· Waitress
· Witnesses	· Table	· Customers

After Carla finishes her conversation with Martin, Tyler can speak with him to learn more about the victim, John Winston, or the location of some coffee. Tyler receives a mental-health bonus for this conversation. However, Tyler must question Martin before Carla conducts Kate's interrogation, as Martin leaves with Kate immediately after her questioning.



Both Carla and Tyler can speak with Garret and Frank, but Tyler is the only one who gets a mental-health bonus by speaking with each officer. To receive the bonus from Garret, Tyler must speak with him before Tyler finds evidence in the restroom. Otherwise the conversation is all business, and you receive no mental-health bonus.

Lucas's Table



Table/drinks: Have Carla check out Lucas's table before she questions Kate. She first notices a soda glass and a cup of coffee. These pieces of information lead to a new line of questioning for Kate.

Book: Carla finds a book beneath the table: Shakespeare's *The Tempest*. Discovering the book allows Carla to make a mental connection during her conversation with Kate. This find also earns Carla some mental-health points and is a key piece of evidence, as it holds a couple of major clues—don't pass it up!



Seat: If Lucas sat down after the murder, Carla uncovers traces of blood on the seat. She tells Garret and Frank to gather some samples for analysis; she receives mental-health points.



Check/food: Tyler looks at the table and notices the coffee is missing on the bill. He also makes note of the food on Lucas's plate—Lucas barely touched it.

Questioning Kate

Carla/Kate Conversation Topics

- | | | |
|----------------|----------------|-------------------|
| · You | · Motive | · Cup Coffee |
| · Victim | · John Alone | · Suspect's Table |
| · Suspect | · John/Suspect | · Insist |
| · Description | · Facts | · Cheer Up |
| · Someone Else | · Heard | · John/Bizarre |
| · Behavior | · Before | · Suspect/Bizarre |

Kate sits at a booth in the diner's center. Carla must conduct the interrogation. Like the conversation with Martin, Carla can guide the questioning. Kate is the only one in the diner who had any significant interaction with Lucas prior to the murder, so guide the questioning to uncover more facts about the suspect. Learning more about John Winston (the victim) does very little to advance the investigation.



Ask about the suspect's behavior, and Kate remembers that Lucas was reading a book. Carla makes a mental connection to the book she found beneath the table.



If Carla notices the cup of coffee at Lucas's table before beginning the interrogation with Kate, she can ask Kate about it. Strangely, Kate can't remember serving any coffee.



Even more puzzling is why Kate can't remember any specifics about who was sitting at Lucas's table when Carla poses the Suspect's Table question.



The stress of the night's events have taken their toll on Kate. When the Insist or Cheer Up option appears, urge Kate to Cheer Up to get more information out of her.



Ask Kate whether the suspect was acting bizarre, and she mentions a moment when Lucas stared straight ahead and ignored her.

When the interrogation is over, Carla convinces Kate to go to the police station in the morning to help with a composite sketch of the suspect. Martin then escorts Kate home.



Other Diner Actions



Pay phone: Both Carla and Tyler can get a mental-health bonus by interacting with the pay phone. Carla asks Frank to retrieve a list of outgoing calls. If Lucas made a phone call, it shows up on the list. Tyler simply uses the phone to call his girlfriend, Sam.



Drink coffee: To fight off fatigue, Carla and Tyler can pour themselves a cup of coffee from behind the diner's counter. They must pour the coffee into a cup before they consume it. Carla and Tyler can drink coffee repeatedly but receive mental-health points only the first time.

Chapter 3: Investigation

Jukebox: Like Lucas, Tyler can play some music on the jukebox, selecting a different tune. But this action annoys Carla and results in Tyler losing some mental-health points. Even if Lucas used the jukebox, no one can retrieve evidence from it.



NOTE

Tyler can sit at the diner's stools, and Carla can sit at the booths, but this has no impact on the investigation or the characters' mental health.

Restroom

Carla's Mental-Health Modifiers

Action	Mental Health
Finds knife	+10
Finds bloodstains in stall	+5
Tyler urinates	-10

Tyler's Mental-Health Modifiers

Action	Mental Health
Finds knife	+10
Finds blood in sink	+5



Carla and Tyler get most of the case's hard evidence from the restroom. Even if Lucas cleaned up things, there are still plenty of clues to discover. In fact, the more Lucas cleaned, the more there is to find.



John Winston's body: The victim is either on the restroom floor or in the middle stall, depending on whether Lucas attempted to hide the body or not. When looking at the body, Carla makes note of the stab wounds on the victim's chest. Tyler notices Winston still has \$100 and a credit card on him, eliminating robbery as a possible motive.



Mop: Carla notices blood on the mop only if Lucas used it. She wonders why the killer would risk taking the time to clean.

Blood in sink: If Lucas washed his hands and face, Tyler can find traces of blood in the sink, earning him some mental-health points in the process.



Bloodstains in stall: By entering the stall where Lucas was sitting, Carla can discover blood on the floor. This boosts her mental health by a few points.

Finding the Knife

If Lucas didn't hide the knife, it lies on the floor near the urinals. But if he hid it, the knife is in one of three places. While in Lucas's stall, Carla inspects a small ventilation grid along the floor of the outside wall. If the knife is in here, Carla gets a significant mental-health increase. Tyler cannot search this location.



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If the knife isn't in Lucas's stall, Tyler finds it in either the wastebasket (near the hand dryers) or in the lit stall, along the same wall as the urinals—Lucas may have stashed it in the toilet tank. Carla can't search either of these areas. Tyler gets the mental-health points if he finds the knife in one of these two locations.

TIP If Lucas didn't hide the knife, either Carla or Tyler discovers it on the floor; whoever discovers the knife gains the mental-health points. Chances are, Tyler needs the points more than Carla.

Other Restroom Actions



Urinals: If Tyler uses one of the urinals, it annoys and offends Carla, degrading her mental-health significantly. The act has no impact on Tyler.



Hand dryer: Tyler only wastes time by using the hand dryer.

After finishing the investigation in the restroom, have Tyler speak with Garret to inform him of their findings.



Outside Diner

Carla's Mental-Health Modifiers

Action	Mental Health
Sees taxicab	+5
Uses emergency exit	-10
Talks to Bogart	-5

Tyler's Mental-Health Modifiers

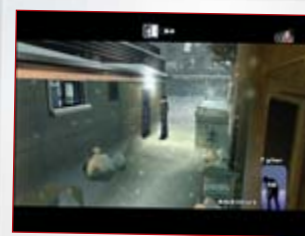
Action	Mental Health
Uses emergency exit	-10
Talks to Bogart	-10



There aren't too many clues outside, but it's still worth a look. Begin the search in the alley behind the diner; use the diner's emergency exit to get there.

CAUTION

Once outside, you cannot use the emergency exit to reenter the diner. If Carla or Tyler tries to use this door, they lose 10 mental-health points. Have them use the diner's front door if they need to go back inside.



Bogart

Carla has the most luck with Bogart. Choose the Seen Anything and You conversation options. Bogart's incoherent rambling costs Carla some mental-health points, but he eventually comes through with some information.



Chapter 3: Investigation

As Carla walks away, Bogart mentions seeing *someone* exit through the diner's back door. He's not talking about Lucas either, as he makes the same remark if Lucas exited through the front door.



Tyler gets nothing out of Bogart. In fact, attempting a conversation costs Tyler 10 mental health points.



Restroom window: Tyler can peer through the restroom window but sees nothing significant.



Taxi: Upon approaching the taxi on the adjacent street, Carla thinks to check up on the taxi company's records. Her quick thinking results in a slight boost in mental health. If Lucas left the scene by taxi, the taxi list is a piece of evidence that can help incriminate him.



Outdoor Blood Evidence



Lucas was bleeding when he left the diner, and he left behind evidence at either exit. If Lucas exited through the diner's front door, Carla can examine a splotch of blood on the ground. Tyler cannot detect this evidence.



If Lucas fled through the diner's emergency exit, Tyler can spot a piece of bloody cloth attached to the chain-link fence just opposite the door. Carla cannot see this.

That's a Wrap

At any point during the investigation, Tyler and Carla can leave the crime scene by getting into the car they arrived in. At a minimum, make sure you've found or requested the following evidence:

- Book: Beneath Lucas's table in diner
- Knife: In restroom
- Pay-phone list: Carla requests from Frank
- Taxi list: Carla must see taxi in the street



Other Outside Actions



Footprints: Tyler spots footprints in the snow at the front or rear entrances, depending on which exit Lucas used.



Flaming barrel: Tyler can warm his hands at the barrel near Bogart, but he receives no payoff for the action.



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THE DAY AFTER

Day: January 27
Time: 7:52 AM
Location: Lucas's Apartment

Bedroom

Lucas's Mental-Health Modifiers

Action	Mental Health
Taking pills (no alcohol)	+10
Cover bedsheets	+5
Examine picture of parents	-5
Migraine (w/out pills after 10 min.)	-10

LUCAS'S PDA

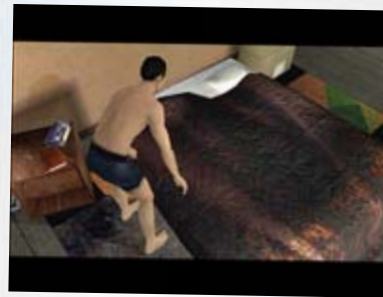
I have to go on as if nothing happened, get dressed for work....



Lucas awakes from a nightmare but soon realizes his reality isn't any more comforting than his disturbing dreams. His wrists are still bloody, and now his bedsheets are too. He has some serious cleaning up to do (mentally and physically) before he can leave for work. Even worse, a police officer pays Lucas a visit before he can leave the apartment.



Nightstand: When Lucas gets out of bed, he experiences a dizzy spell brought on by a migraine headache. Fortunately, he can use the pills (Cross icon) on his nightstand to combat the pain. Also on the nightstand are a radio and a book, Nietzsche's *Thus Spoke Zarathustra*. The pills give Lucas a mental-health bonus; the other objects have no impact.



Bloody sheet: To hide the bloody sheet, Lucas can cover it with a blanket. It's a quick fix, but it puts Lucas's mind at ease, slightly increasing his mental health.



Computer: Lucas can access his e-mail and the Web from his computer, but no critical information is available at this time.



Family photo: Next to Lucas's computer is a framed picture of his family "before the accident." This image disturbs Lucas, reducing his mental health.

Wardrobe: This is where Lucas can put on his clothes. But he can't get dressed until he bandages his wrists, and he can't do that until he takes a shower.



Window: Despite the freezing temperature outside, Lucas's windows are always open. He can close them, but it does not affect Lucas or the story. An identical window is located in the living room, near the balcony.

Living Room Cleanup

Lucas's Mental-Health Modifiers

Action	Mental Health
Speaking with Marcus on phone	+5

Chapter 4: The Day After



As soon as Lucas leaves his bedroom, the phone rings. The phone sits on a small table on the living room's opposite side, near the kitchen. Lucas can answer the phone and speak to his brother Marcus. He tells Marcus he's in big trouble and agrees to meet him in a park within the next 30 minutes.



Answering machine: While at the phone, Lucas can check his messages. His ex-girlfriend Tiffany called earlier to see if she could stop by to pick up a few of her things.

Bloody clothes: Not far from the phone is a pile of Lucas's bloody clothes from the night before. When he looks at the clothes, he has a flashback to the night's events. Lucas must hide these clothes before the police officer knocks on the door. After picking up the clothes, a small window opens on the screen's right, showing a washer that is located in the bathroom.



Bathroom

Lucas's Mental-Health Modifiers

Action	Mental Health
Urinate in toilet (one time only)	+5
Bandage arms	+10
Hide bloody clothes	+5
Close bathroom mirror	-10

Washer: Lucas can stash the bloody clothes in the washer. Doing so gives him a slight mental-health increase and prevents the approaching police officer from discovering some very incriminating evidence.



Toilet: Lucas feels a little better after relieving himself.

Shower: Taking a shower doesn't improve Lucas's mental health, but he must do it before he can bandage his arms.



Medicine cabinet: After showering, Lucas bandages his arms at the medicine cabinet. This improves his mental state briefly, but any benefits are short-lived. When Lucas closes the medicine cabinet, he sees the image of a bloody John Winston in the mirror's reflection. This hallucination disturbs Lucas greatly, but it cannot be avoided.



Sink: Lucas washes his hands and face at the sink, but it has no impact on his mental state.



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PRIMA OFFICIAL GAME GUIDE

Premonition



At some point, Lucas experiences a disturbing (but helpful) premonition while walking around his apartment. This is when he realizes a police officer is heading for his apartment.



During this interactive vision, you must match the colored on-screen icons with the appropriate control movements. Succeeding in this short action sequence allows Lucas to see a policeman searching the apartment, paying particular attention to the bloody clothes and bloody sheet. If Lucas already hid the evidence, he has little to worry about.

While waiting for the police officer to arrive, Lucas should put on some clothes, using the wardrobe in the bedroom. He doesn't need to be dressed to answer the door, but he must be clothed before leaving his apartment.



NOTE

No matter how quickly Lucas rushes to get ready for work, he cannot avoid the police officer's visit. When he opens the door to leave, the officer knocks. This happens whether the premonition event has occurred or not.

Open Up! Police!

Lucas's Mental-Health Modifiers

Action

Cop leaves, nothing found

Mental Health

+10

Just as Lucas foresaw in the premonition, a police officer knocks on the front door. If Lucas hid the bloody sheet and clothes, all he must do is unlock the front door—the key is lying on the dining table in the living room. Lucas must answer the door before the timer at the screen's top runs out. Otherwise, the officer breaks down the door and arrests Lucas.



Police Suspicion

When the police officer questions Lucas, a suspicion meter appears on the screen's left side. The meter rises and falls based primarily on Lucas's responses to the officer's questions. But it can also rise if the officer notices any suspicious objects. If the meter tops out, Lucas is arrested.



With key in hand, Lucas can open the front door. The officer inquires about screaming heard by the neighbors. To avoid raising the officer's suspicion level, use the It Was Me option. Lucas makes up a story about cutting himself on a mirror.

Next, the officer wants to know if he can look around the apartment. Always choose Yes to keep suspicion low. The officer enters regardless of your answer.



Chapter 4: The Day After

Upon entering, the officer asks about Lucas's wrists. If Lucas answered It Was Me, he reiterates the story about the broken mirror, keeping the suspicion level low.



If Lucas hid the bloody clothes and sheets, the officer won't find anything as he searches each room. Following his search, the officer thanks Lucas for his cooperation and leaves. Relieved, Lucas receives an increase in mental health when the officer exits.

Bloody Sheet: Cover Story

If Lucas failed to hide the bloody sheets, he jumps in front of the bedroom door before the officer enters. Four dialogue options appear in an attempt to prevent the officer from searching the room. If Lucas chooses Woman or Dog, the officer understands and halts his search. But if he chooses Messy or Warrant, the officer enters the bedroom and discovers the bloody sheet, ending the game.



Kitchen

Lucas's Mental-Health Modifiers

Action	Mental Health
Drink milk in fridge (one time only)	+5
Drink water from sink (one time only)	+5
Alcohol (one time without having taken pills)	+5
Drink alcohol (after 1st time)	-5 each time
Mixing pills and alcohol	Death

After the police officer leaves, Lucas is free to explore the rest of his apartment—there are no more time-sensitive events. The kitchen is a good place to start, offering a few mental-health bonuses.



Refrigerator: Inside the fridge is a carton of milk. Lucas can drink the milk once for a mental-health increase.



Sink: At the kitchen sink, Lucas can pour himself a glass of water, earning another mental-health boost, but only on the first drink.

Tarot Card Bonus

Cupboard: The kitchen cupboard near the sink contains a +5 tarot card—the other cupboard is empty. Tarot cards are hidden throughout the game. Each card is worth a certain amount of points. Collect the cards to unlock bonus content.



Alcohol: A bottle of gin is stored on the low shelf just opposite the fridge. If Lucas took the pills on his nightstand, drinking the gin kills him, ending the game. However, if Lucas didn't take the pills, he can consume one drink for a slight (+5) mental-health bonus. But each additional drink reduces his mental health (-5).



Other Apartment Actions

Lucas's Mental-Health Modifiers

Action	Mental Health
Turn on music (one time only)	+5
Read newspaper by door	-5
TV flashback	-10
Lucas in boxers on balcony (every 2 min.)	-10

Lucas can perform a few more interactions in the living room, but most of these activities have a negative impact on his mental state—choose wisely.

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Newspaper: A newspaper lies on the floor near the front door. It contains information about the homicide at the diner. Reading the newspaper reduces Lucas's mental health.



Front door: The front door has a peephole, allowing Lucas to see into the hallway. When Lucas finishes exploring his apartment, he can leave through the front door, ending the scene.



Television: Even worse than the newspaper is the television. A news report on the diner murder causes Lucas to have a flashback, resulting in another mental-health reduction. To turn on the TV, Lucas must use the remote on the table near the sofa.

TIP This scene's events have little impact on the rest of the story. The key goals are to maximize Lucas's mental health and prevent him from being arrested. For best results, stay away from the newspaper, television, and photo of Lucas's family.

Stereo: Lucas's stereo is located on the shelf behind the TV. Playing some music soothes Lucas, increasing his mental health by 5. This bonus is only applied once, regardless of which of the four music tracks he chooses.



CONFESSION

Day: January 27
Time: 9:04 AM
Location: The Park

NOTE

The guitar/amp and boxing bag are interactive in this scene, but Lucas doesn't feel like using them. He can put these objects to use later, in the "Lost Love" scene.

NOTE

This is the first time-split instance in the game, allowing you to choose which scene to play first. Time splits occur when the main characters are performing tasks at the same time. In this case, you can choose between Lucas's meeting with Marcus (covered in this chapter) or Carla's arrival at the police station (detailed in the next section). The order in which you play the scenes in time splits has no impact on the story line.



Tarot Card Bonus



Balcony: A crow sits on Lucas's balcony railing. As he approaches, the crow flies away. Also on the balcony is another tarot card worth 10 bonus points.

A Walk in the Park

LUCAS'S PDA

I must meet Marcus in the park and tell him what happened. He'll know what to do....

Chapter 5: Confession



Snow floats down and coats the park as Lucas arrives to meet his brother Marcus. Follow the pathway ahead until Lucas approaches a square populated with people and a tall statue. Marcus is standing to the left of the statue.

Tarot Card Bonus

Before approaching Marcus, turn right at the statue and head down the nearby walkway. A tarot card is farther down this path and is worth 20 points.



Marcus

Lucas's Mental-Health Modifiers

Action	Mental Health
Seeing Marcus	+10
Aggressive w/ Marcus on Sick	-5
Break off	-10



When Lucas is close to Marcus, their conversation automatically begins. Just seeing Marcus boosts Lucas's spirits, resulting in a significant mental-health increase. Lucas begins by telling Marcus about the murder.

Lucas/Marcus Conversation Topics

· Wrists	· Powers	· Calm
· Alone	· Visions	· Convince
· Details	· What Now	· Break Off
· Trance	· Little Girl	· Take Crucifix (Yes/No)
· Drugs	· Police	
· Witnesses	· Sick	
· Who Knows	· Aggressive	



At the first pause in the conversation, you can choose from two out of three dialogue options. Wrists and Details are good choices because they fill in the most story.



There are four choices in the next set. Like the previous set, you can select only two. Choose Trance and Witnesses to reveal some useful information.



When the Powers or Visions option appears, choose Visions. This allows Lucas to talk about the little girl he saw while in the trance at the diner.

Take care when the Police or Sick options appear—Police is the safest one. If you choose Sick, Marcus suggests that Lucas get some mental help. Lucas takes offense and responds in an Aggressive or Calm manner. Choosing Aggressive results in Lucas losing some mental health.



Lucas can also lose mental health in the final option by choosing Break Off instead of Convince.

Regardless of how well or badly the conversation goes, Marcus still offers Lucas a crucifix at the end. Take it to earn an extra life. Extra lives come in handy during interactive events and give Lucas the chance to retry failed sequences without backtracking to a saved game. You find more crucifixes in future scenes.



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PRIMA OFFICIAL GAME GUIDE

Saving the Child

Lucas's Mental-Health Modifiers

Action	Mental Health
Saving child	+20
Not saving child	-30



Right after the conversation with Marcus, Lucas has another premonition. He sees a child playing near a frozen pond, and the child slips and falls in.



Just ahead, he sees the child from his vision playing near the frozen pond. But a couple of police officers are approaching.

It's in Lucas's best interest to save the child from drowning. Rush straight ahead to make Lucas jump into the pond.



Repetitive control inputs are required to make Lucas swim to the pond's bottom. He must then pick up the child and swim to the surface.

More repetitive control inputs are needed to get the child and Lucas out of the water.



By the time Lucas is out of the water, a crowd has gathered around, but the child is still in danger, indicated by the timer status bar at the screen's top. Lucas can kneel down to inspect the child.

CAUTION

Once committed to the act, Lucas must save the child's life or else the nearby police officers arrest him.



Select the Ear icon to make Lucas listen to the boy's chest—his heart has stopped.



Lucas counts down: "One, two, three." After he says "three," interact with the child to perform a chest compression. Repeat the process until the boy sits up.



Saving the boy's life greatly improves Lucas's mental health. It also impresses one of the police officers—Martin McCarthy. Martin recognizes Lucas from the diner but doesn't say anything. Later on, he relates this heroic incident to Carla.

Chapter 6: Police Work

After saving the boy's life, Lucas automatically slips away to avoid drawing any more attention, bringing the scene to an end.



Alternate Endings

If Lucas stands around or walks toward the police officers after the child has fallen into the pond, Martin recognizes Lucas from the diner and arrests him, ending the game.



Lucas can also just turn around and walk away from the scene. However, he loses mental-health points, and Martin's positive acknowledgment.



POLICE WORK

Day: January 27
Time: 9:04 AM
Location: Police Station

Good Morning, Carla

Carla's Mental-Health Modifiers

Action	Mental Health
Encounter Jeffrey	-5
Carla notices Tyler is late	-5

CARLA'S PDA

I'm going to my office in the police station. I'll have a look at my e-mail while I'm waiting for Tyler. The results from the diner analyses should be through today. We might learn something new...



Carla arrives at work still fatigued from the night before. Upon approaching the front desk, Doug speaks to Carla in a noninteractive conversation.

She can walk through either metal detector flanking Doug's desk—they both lead to the same place.



Tarot Card Bonus

In the area on the stairway's right side, Carla finds a tarot card worth 10 points.



To reach her office, Carla must take the staircase. When the steps branch, she can go left or right. On the second floor, the doors at the top of the steps both lead to the open office space. Speed Carla's ascent up the steps by running.



NOTE

Carla loses mental-health points when she realizes Tyler is late. This is unavoidable.

However, she can use the phone in her office to give Tyler a wake-up call. The phone is inaccessible until she realizes this.



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When Carla enters the open office space, a window on the screen's right opens and identifies Carla and Tyler's office—it's in the back-right corner.



If Carla walks by Frank's desk (along the back wall), he says hi. Other coworkers issue greetings as Carla walks around the office space.



As Carla approaches her office door, Jeffrey automatically speaks with her. He bothers her about the \$100 that Tyler owes him. She brushes him off, but not before losing some mental-health points. Jeffrey's desk is situated near the office, so you cannot avoid this conversation.

Garret walks by as Carla reaches out to open her office door. He informs her that the diner evidence analysis is complete. Carla says she'll check in with him after Tyler shows up.



Carla and Tyler's Office

Carla's Mental-Health Modifiers

Action	Mental Health
Use yo-yo (1st time only)	+5
Drink water (1st time only)	+5
Drink coffee (1st time only)	+5
Read Kirsten's e-mail	-5



After making it into her office, Carla hangs up her coat and is ready to work.



Phone: If Carla realized that Tyler is late, she can call him on her phone. She can call while standing or sitting at her desk. Tyler is still in bed.

TIP You can take control of Tyler after Carla calls him, but finish exploring the office with Carla first.

Carla's Computer



Carla can access her e-mail, the Web, and the police database from the computer on her desk. Corresponding icons are listed at the screen's bottom.

E-mail: Carla has three e-mail messages. The first is spam, and the second is from her neighbor, Tommy. With no message title or identifiable sender, the third message disturbs Carla. It reads: "It's all happened before.... Kirsten." Carla loses some mental-health points after reading this message, but she must see it before the scene can end.



Police database: After reading the Kirsten e-mail, Carla can search the database. Using the query "Kirsten," she finds one entry, but the case is classified and she cannot access it.



Chapter 6: Police Work

Web: There is no useful information on the Web. Topics include news, weather, and world.



Tyler's stuff: Carla can look at Tyler's basketball and desk. Both actions result in an internal monologue.

Other Office Actions



Lamp: Carla can turn on her desk lamp, but it has no effect. She must be sitting to access it.

Tarot Card Bonus Desk drawer: While sitting at her desk, Carla can open the drawer to find another tarot card. This one is worth 5 points.



Watercooler: Drinking water from the cooler increases Carla's mental health, but she benefits from this bonus only once.

Yo-yo: This minigame increases Carla's mental health, too. Perform each action shown at the screen's top before the timer runs out. Otherwise the yo-yo loses momentum and unspools, requiring Carla to begin the routine from the start.



NOTE

if Carla wants coffee, there's a machine in the open office area. Like water, drinking coffee provides a one-time boost in mental health.

Tyler Wakes Up

TYLER'S PDA

I've got to see Carla in her office.

Bedroom

Tyler's Mental-Health Modifiers

Action	Mental Health
Looks at Sam sleeping	+5
Romance with Sam	+20
Looks in mirror (1st time only)	+5
Carla Calls (during sex)	-10

When Carla finishes exploring the office, switch to Tyler. He's lying on his bed. Before heading into the bathroom, Tyler can perform a few useful actions in the bedroom.



Sam



Look at Sam: By walking to the bed's opposite side, Tyler can look at Sam. Tyler's increase in mental health is accompanied by an internal monologue.

Romance with Sam: Carla won't be happy about the delay, but Tyler can earn 20 mental-health points by cozying up to Sam for a few minutes. This action is only possible if Tyler has already looked at Sam.



Carla calls Tyler: While Tyler and Sam get it on, the action cuts back to Carla waiting in the office. She can interrupt Tyler and Sam by placing another phone call. Tyler loses 10 mental-health points when Carla calls, but it's the only way to get him on task.



Other Bedroom Actions



Look at bedroom mirror: Tyler can earn a few more mental-health points by checking himself out in the bedroom mirror.



Socks figurine: Socks is Tyler's favorite video-game character. He can look at this figurine sitting on the desk next to his bed, but there is no benefit to doing so.

Look out window: Although he's late, Tyler feels he's up earlier than usual when he looks out the window.



Bathroom

Tyler's Mental-Health Modifiers

Action	Mental Health
Looks in mirror (1st time only)	+5
Urinating (1st time only)	+5
Takes a shower	+5



Bathroom mirror: If Tyler hasn't looked at himself in the bedroom mirror, he can earn the same mental-health points by looking in the bathroom mirror.



Toilet: Tyler earns more mental-health points when he uses the toilet.

Tarot Card Bonus

A tarot card worth 10 points lies on the floor next to the toilet.



Shower: Tyler gets a few more mental-health points for taking a shower. This is also required before Tyler gets dressed. Sam gets up from the bed and makes some coffee while Tyler is showering.

Wardrobe: Back in the bedroom, Tyler can get dressed at the wardrobe after taking a shower. He can still enter the living room in his underwear, but he can't leave the apartment till he clothes himself.



Chapter 6: Police Work

Living Room/Kitchen

Tyler's Mental-Health Modifiers

Action	Mental Health
Play music	+5
Understanding/tender with Sam	+10
Conciliatory/convincing with Sam	+10
Upset/ironic with Sam	-10
Aggressive/firm with Sam	-20



Music: Tyler's record player and collection of Motown albums sit on a rack along the living room wall. Play some music to boost Tyler's mental health a bit more.



Refrigerator: There's nothing in the refrigerator that Tyler can eat for breakfast, but he can still look inside.



Look at Sam: Tyler notices Sam is sulking and claims to know the reason why.



Coffee with Sam

When Tyler interacts with his cup of coffee, he automatically strikes up a conversation with Sam. She's worried about Tyler and the dangers he faces every day. To avoid losing mental-health points, Tyler must choose Understanding or Tender at the first pause in the conversation. The two other options cause Tyler to get angry, degrading his mental state.



The following branch in the conversation is much more treacherous. Choose the Conciliatory or Convincing, as Aggressive or Firm causes Tyler to lose 20 mental-health points.

Tyler Leaves for Work

Tyler's Mental-Health Modifiers

Action	Mental Health
Kiss Sam	+10
Don't kiss Sam	-30



Coat: If Tyler is dressed, he can grab his coat that hangs next to the front door. A cutaway shot of Sam appears as Tyler dons his winter garb—take this as a hint.

Kiss Sam: Before walking out the door, Tyler can earn 10 mental-health points by kissing Sam good-bye. Even if the conversation went poorly, this option is still available. Failing to kiss Sam costs Tyler 30 points when he exits the apartment.



Front door: Tyler can leave the apartment if he's dressed and wearing his coat.

Tyler at the Police Station



Tyler arrives at the police station to his own soundtrack. Like Carla, he can talk to Doug as he approaches the front desk. Doug says that Carla is looking for him.

In the office space upstairs, Tyler can speak with Garret about the lab results. But Garret won't give the results until Carla is present too.



TOP Don't miss out on the coffee machine in the open office area. Both Carla and Tyler get a slight mental-health boost by drinking a cup of coffee; this works for the first time only.

Jeffrey

Tyler's Mental-Health Modifiers

Action	Mental Health
Encounter Jeffrey	-5



Tyler can't get into his office without Jeffrey confronting him about the \$100 Tyler owes him. This unavoidable encounter drops Tyler's mental health a few points.

In the ensuing conversation, any of the possible dialogue options lead to the same Proposition: Tyler plays Jeffrey in a basketball game for the money. If Jeffrey wins, Tyler pays him \$200. But if Tyler wins, the debt is forgiven. This basketball game occurs in a later scene: "Double or Quits."



The Office

Tyler's Mental-Health Modifiers

Action	Mental Health
Drink coffee (1st time only)	+5
Drink water (1st time only)	+5
Use basketball	+5

As Tyler steps into the office, Carla mentions that the waitress will be in later for the composite sketch. She then heads out into the office space to meet with Garret. Tyler needs to follow but not immediately.



Coat hanger: Tyler must hang his coat on the hanger next to Carla's before getting the lab results.



Basketball: Like Carla's yo-yo, Tyler's basketball helps him relieve stress, earning him a few mental-health points.

Watercooler: Tyler can also pour himself a drink at the watercooler for a one-time increase in mental health.



E-mail: Tyler can check his e-mail at the computer on his desk. Two of the messages are junk, but the third one is from Sam. She apologizes about her behavior back at the apartment.

Chapter 7: Alternate Reality

Lab Results

After Tyler explores the office, he can exit and approach Garret's desk to receive the lab results. Carla is already there.



Carla and Tyler take turns asking Garret about the different pieces of evidence found at the diner. This conversation covers all topics, regardless of the order in which you ask the questions.



Building a Case

Garret reveals a wealth of information in the lab-results conversation. Here's a rundown of what he found:

- **Book:** The prints on the book match those on the fork and glass. If Carla didn't find this, Frank did and processed it as evidence.
- **Blood/stall:** Confirmed as the killer's blood, not the victim's.
- **Coffee cup:** No prints were found on the cup other than Kate's.
- **Killer's booth:** Garret confirms the blood on the seat did not come from the victim.
- **Knife:** The prints match the fork and glass at Lucas's table. Both the victim's and the killer's blood were on the knife.
- **Piece of cloth (from fence):** Soaked in the killer's blood.
- **Phone calls:** If requested by Carla at the diner (this happens automatically if she interacted with the phone in the diner), Garret agrees to send list to Carla.



If the stall blood was discovered along with either the knife or the blood in the booth, Carla infers that the killer wounded himself.



After the conversation with Garret, Carla and Tyler split. Carla goes to check out Winston's body at the morgue while Tyler handles Kate's composite sketch.

ALTERNATE REALITY

Day: January 27
Time: 3:35 PM
Location: Naser & Jones Bank

NOTE

This scene marks the start of another time split. You can choose to play as Lucas, Carla, or Tyler. While Lucas is at work, Carla is at the mortuary (in the "Reconstruction" chapter), and Tyler is helping Kate with a composite sketch (in the "Tyler & Kate" chapter). Complete these three scenes in any order.

Sick at the Office

Lucas's Mental-Health Modifiers

Action	Mental Health
Wash hands in restroom	+5
Drink coffee (1st time only)	+5

LUCAS'S PDA

I have to continue to lead my life as if nothing happened. I'll go to the office and work the same as usual. I mustn't let anyone know what's happening.

Lucas's day isn't any better when he makes it into the office. In fact, he's feeling worse than ever, beset by a fever and general squeamishness.



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Tarot Card Bonus

After Lucas finishes in the restroom stall, he finds a tarot card worth 10 bonus points on the floor near the caution sign.



Tarot Card Bonus

Another tarot card is in this unoccupied cubicle near Lucas's office. This one is worth 5 bonus points.



Sink: Lucas can wash his hands and face at any of the three sinks in the restroom. This increases his mental health.



Hand dryer: Just as in the diner, the hand dryer here is functional but has no impact on Lucas's mental state.

Restroom door: Using this door allows Lucas to enter the open office space—a large room filled with cubicles.



The cubicle maze is easy to navigate thanks to a small map that appears in the screen's top-left corner. The blue dot shows Lucas's current position, and the red dot shows where he needs to go—in this case, his office.

Coffee machine: On the office's opposite side (from the restroom), Lucas can pour himself a cup of coffee at this machine. Consume coffee for a one-time only boost to his mental health.



Lucas at Work

Lucas's Mental-Health Modifiers

Action	Mental Health
Lucas says yes to Tiffany	+10
Lucas says no to Tiffany	-10
Read Warren's mind	-5
Examine Tiffany's picture	-5
Use computer (1st time only)	-20



After Lucas explores the cubicle farm, he enters his office. Warren, Lucas's coworker, is sitting at his desk. He's obviously agitated by Lucas's flaky behavior.



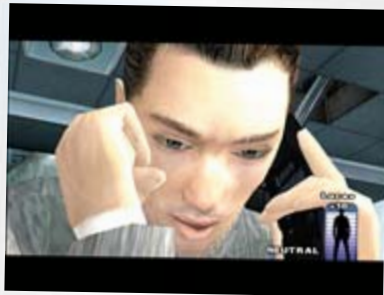
Soon after Lucas takes a seat at his desk, the "Get Ready!" text appears at the screen's center, indicating the start of an interactive sequence. Match the on-screen control inputs to make Lucas read Warren's mind. But Warren's thoughts aren't complimentary and reduce Lucas's mental health. You can avoid the reduction by intentionally failing the interactive sequence.

Chapter 7: Alternate Reality

Eventually the phone rings. Lucas picks up the phone at his desk—all other options are locked until Lucas answers the phone. It's Lucas's ex-girlfriend Tiffany. She still wants to stop by Lucas's apartment to pick up her stuff.



If Lucas responds with a yes, he gets a mental-health boost, and Tiffany shows up later in the "Lost Love" chapter. But if Lucas responds with a no, he loses some mental-health points, and Tiffany shows up at his apartment anyway.



While sitting at his desk, Lucas experiences another interactive premonition. If he succeeds at the interactive sequence, he has a vision of Warren spilling his coffee. The vision has no impact on Lucas's mental state.

Computer: Lucas must interact with his computer to make the scene progress. However, when he does, the word "Murderer" flashes across his monitor, causing him to lose some mental-health points. This action is unavoidable.



Shortly after the computer incident, Warren's phone rings. As he reaches to answer the phone, he accidentally tips over his cup of coffee, just as Lucas saw in his vision! Warren still takes the call. One of the office systems is down. Warren gets up to fix it, but Lucas volunteers to take care of the problem. Before leaving, Lucas can interact with a couple more objects.



Left desk drawer: A picture of Tiffany and Lucas is located in the desk's left drawer. If Lucas looks at the picture, he gets depressed and loses a few mental-health points.

Right desk drawer: A crucifix is inside the desk's right drawer. Pick it up to gain Lucas an extra life.

Attack of the Giant Dust Mites

Lucas's Mental-Health Modifiers

Action	Mental Health
After dust mite incident	-20

There isn't anything left to do in the office, so Lucas goes to repair that system. Upon exiting his office, the cubicle map appears on the screen, showing where Lucas should go to conduct the repairs.



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As Lucas approaches the office space's opposite end, he has a noninteractive vision of a man in a cloak and some giant insects. He shakes off the disturbing images without losing any mental health.



Lucas takes cover behind a cube, but a dust mite soon grabs him from behind. Repetitive control inputs break the mite's grasp on Lucas's neck.



Enter the cubicle marked on the map to begin Lucas's repairs. But his efforts are interrupted by a swarm of...dust mites!



After Lucas breaks the stranglehold, he must continue dodging more and more giant dust mites. In some instances, the required on-screen movements match Lucas's actions. For example, if Lucas jumps, the required inputs are usually up, and if he ducks, the inputs are usually down.



As this action sequence begins, Lucas spots a large dust mite wandering the aisles in the office. His first action must be to run away from the approaching oversized insect.



Lucas eventually finds himself cornered. But instead of attacking, the dust mites part, making way for a bloody John Winston. Winston murmurs something about a serpent with two heads.



Match the on-screen movements to evade the next few dust mite attacks.



Just as Winston approaches, Warren shakes Lucas, bringing him back to reality. Lucas is on the floor, and a crowd has gathered around him. Embarrassed and disturbed, Lucas makes a hasty exit, losing 20 mental-health points and bringing the scene to an end.

RECONSTRUCTION

Day: January 27
Time: 3:34 PM
Location: Mortuary

Autopsy

Carla's Mental-Health Modifiers

Action	Mental Health
Pass/fail 1st sequence	+10/-10
Pass/fail 2nd sequence	+10/-10
Pass/fail 3rd sequence	+10/-10
Pass/fail 4th sequence	+10/-10

CARLA'S PDA

I'm going to the morgue today to attend the autopsy on the body from the diner. I hope to learn something new that might help me to track down the murderer.

Carla attends John Winston's autopsy in an effort to better understand what happened when he was attacked in the diner's restroom.



The action in this scene is broken into four sequences. To have Carla make new inferences based on the coroner's technical observations and her knowledge of the crime scene, match the on-screen control inputs. Watch for the "Get Ready!" text to flash on the screen.



The required control inputs are purely random, but there are only five in each sequence; you must match them all to pass. Succeeding at each sequence earns Carla 10 mental-health points and pieces together more information. Failing a sequence prevents Carla from making new inferences and reduces her mental health by 10.



Passing the first sequence allows Carla to see John Winston being taken by surprise, as there is no evidence of a struggle.



In the second sequence, Carla concludes that Winston's fall to the floor explains his cracked skull.



Upon passing the third sequence, Carla wonders why the victim's pupils are dilated. Was it something he saw before he died?



If Carla passes the final interactive sequence, she concludes that the killer is left-handed based on the direction of the stab wounds inflicted to Winston's chest.

NOTE

The results of the interactive sequences fill in more of the story and cause Carla to gain or lose mental-health points.

Following the autopsy, Carla asks the coroner some questions about the three stab wounds that punctured the three arteries around Winston's heart. She can choose two out of four topics:

- Cause: The coroner confirms the knife is the cause of the three wounds.
- Coincidence: He admits that the chance of cutting three arteries with three stabs is small but not impossible.
- Knowledge: The coroner has no way to prove the killer had knowledge of human anatomy.
- Quick: Due to complete circulatory disruption, the coroner concludes the victim's death was most likely slow.



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After Carla and the coroner finish their conversation, he mentions something about a similar case back in the '90s. He reveals that the victim in that case also suffered the same pattern of stab wounds.



With Carla's help, the coroner remembers the name of the case—Kirsten. The same classified case file Carla discovered in the database after receiving that mysterious e-mail! As the scene ends, Carla now has a new direction in which to focus the investigation.



Using the Identikit software on Tyler's computer, you can create a composite sketch of Lucas by selecting a face, eyes, mouth, nose, hair, and facial hair.

Reliable Witness



If Lucas barged out of the restroom covered in blood, there are fewer options to choose from when creating the composite sketch. This is because Kate saw Lucas up close.

TYLER & KATE

Day: January 27

Time: 3:34 PM

Location: Police Station

Composite Sketch

TYLER'S PDA

Kate Morrison, the waitress from the diner, is supposed to come to do an Identikit picture...



Tyler is in the office to greet Kate as she arrives to create a composite sketch of the suspect from the diner.



Kate takes a seat next to Tyler's desk and listens as he explains the procedure. He tells her their software is kind of like a video game.

When the sketch is complete, Kate reviews it and chooses whether it's accurate or not. If she chooses yes, the sketch is tied to the investigation for future use. Choosing no allows Kate to return to the composite software.



The accuracy of Kate's sketch is based on its likeness to Lucas, and it falls into four possible categories:

- 0–25% match: Not at all Similar
- 25–50% match: Sort of Similar
- 50–75% match: Fairly Similar
- 75–100% match: Very Similar

The goal is to score a 75–100% match (Very Similar). Even if Kate didn't see Lucas covered in blood, it's still possible to create an accurate sketch.



Chapter 10: Lost Love



These facial selections provide Tyler with the most accurate match to Lucas, and earn a ranking of Very Similar. After Kate confirms the sketch with a yes, the scene ends.

NOTE

The composite sketch's accuracy comes into play when Lucas is questioned at work, in the "Face Off" chapter. The more the sketch resembles Lucas, the more suspicious Tyler or Carla become during the interrogation.

LOST LOVE

Day: January 27

Time: 9:04 PM

Location: Lucas's Apartment

Back Home

Lucas's Mental-Health Modifiers

Action	Mental Health
Drink milk (1st time only)	+5
Alcohol (1st time only)	+5
Play stereo (1st time only)	+5
Urinate in toilet (1st time only)	+5
Pass boxing sequence	+10
Pass guitar sequence (1st time only)	+10
Taking pills (no alcohol)	+10
Sleep on bed	+10
Examine family photo	-5
Alcohol after 1st time	-5 each time
Mixing pills and alcohol	Death

LUCAS'S PDA

I've just got back from work. I'm going to try to relax a little before going to bed....

While Lucas sits on his sofa, he can reflect (Question Mark icon) on his stressful situation. This internal monologue does not impact Lucas's mental state. The incident at the office has left Lucas feeling down. Build up his mental health by interacting with some of the objects in his apartment.



Television: Interact with the remote on the table near the sofa to turn on the TV. If Lucas saved the child at the park, a news story reports on the rescue. Afterward, a follow-up story on the Doc's Diner homicide is reported. Lucas learns the police have distributed a composite sketch. The news reports have no effect on Lucas's mental health or the overall story.



Cheer Up, Lucas!

To boost his mental health, Lucas can interact with most of the same apartment items he previously used during "The Day After" scene.



Lucas can get a slight mental-health boost by playing some music on the living room stereo. He can check his answering machine, too, but there are no messages.

In the kitchen, Lucas can drink some milk or gin from the fridge. But remember, if Lucas drinks the gin, he shouldn't use the pills on his nightstand. Unlike last time, Lucas can't pour himself a glass of water at the kitchen sink.



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Relieving himself in the bathroom's toilet is another source of mental-health increase for Lucas. Washing up in the sink has no impact.

The pills sitting on Lucas's bedroom nightstand offer a big mental-health boost, but only if he hasn't consumed the gin—mixing pills and alcohol results in death. There's still no useful information (or e-mails) on Lucas's computer. Looking at the family photo near Lucas's computer still causes a mental-health loss.



Punching bag: Using the punching bag near the balcony initiates an interactive sequence where you match the required on-screen control movements. In this sequence, Lucas has three retries, indicated by the white dots in the screen's upper left-hand corner. If you fail a sequence, Lucas loses one of these retries but does not lose a life. If Lucas passes this entire sequence, he exhibits some extreme power, kicking the heavy bag halfway across the room. Discovering this new ability earns him 10 mental-health points.



Guitar/amp: To play the guitar, Lucas must first turn on the amplifier. He can play three different types of music: cool, blues, and bossa. Consider picking bossa, as Lucas later plays this type of music for Tiffany—think of this as practice. After selecting a music type, you must complete an interactive sequence similar to the punching bag. If Lucas succeeds, he receives 10 mental-health points. Lucas can keep playing the guitar, but he receives points only on the first success.

TIP When playing the guitar, each music type has a distinct input pattern:

- * **Cool:** A random left tap followed by a random right tap. Repeat.
- * **Blues:** A random left tap followed by a matching right tap. Repeat.
- * **Bossa:** A random left tap followed by a random right double-tap. Repeat.



Bed: At some point, Lucas yawns, indicating his fatigue. By lying down on his bed, Lucas can sleep, which boosts his mental health by 10 points (you must select the Bed icon to make Lucas sleep). Perform this action only after Lucas maxes out his mental-health options on the other objects in the apartment. When Lucas awakes, Tiffany is waiting at the front door. When Tiffany leaves, Lucas can return to bed to advance the scene.

Tiffany

Lucas's Mental-Health Modifiers

Action	Mental Health
Get Tiffany a drink	+5
Sincere with Tiffany	+5
Sentimental with Tiffany	+10
Pass guitar sequence (with Tiffany)	+10
Kiss Tiffany	+30
Fail guitar sequence (with Tiffany)	-10
Aggressive with Tiffany	-10
Tiffany leaves	-20
Tiffany refuses kiss (leaves)	-30

Chapter 10: Lost Love



Tiffany shows up at Lucas's apartment regardless of how the conversation went when she called him at work in the "Alternate Reality" chapter. She also arrives whether Lucas sleeps on his bed or not. Lucas must answer the door to let Tiffany in.

Lucas/Tiffany Conversation Topics

- | | | |
|--------------|--------------|---------------|
| · Glass | · Aggressive | · Leave |
| · Stuff | · Sincere | · Sentimental |
| · News | · Cold | · Kiss |
| · Reassuring | · Alone | |



Lucas greets Tiffany at the door and offers her a seat. At this point, a conversation starts. By choosing the Glass option, Lucas offers Tiffany a drink. Lucas can pour a shot glass of gin in the kitchen and hand it to Tiffany for an increase in mental health.



The Stuff and News options are still available after giving Tiffany a drink. When you select News, Tiffany talks about her job at the hospital. The Stuff option initiates the search for Tiffany's boxes. Choosing Stuff first ends this conversation round, making Glass or News unavailable.



Lucas must find Tiffany's boxes to continue the conversation—they're marked with her initials, "TH." The first box is in the corner of the living room, near the kitchen. Lucas must pick it up and carry it to Tiffany.



The second box is in the bedroom, stacked in the corner by the computer. Return it to Tiffany to resume the conversation.

After receiving her boxes, Tiffany stands up and notices something is wrong with Lucas. In the next conversation round, you can select only one out of four options. Sincere is the best option as it earns Lucas some mental-health points. Choosing Aggressive degrades his mental state. Reassuring and Cold have no impact. Regardless of choice, the conversation advances to the next round.



To keep Tiffany around, select (in any order) Sentimental and Alone during this conversation round—Lucas gets some extra mental-health points with Sentimental. Both Leave and Kiss are dead ends, causing Tiffany to leave and causing Lucas to lose mental-health points.





If Tiffany stays with Lucas, she requests that he play the guitar for her. Lucas must walk over to his guitar and turn on his amp while Tiffany relaxes on the floor.

Lucas must pass the guitar sequence playing a bossa tune. If he succeeds, he earns mental-health points and the chance to keep Tiffany around a bit longer. But if he fails, he loses two sets of mental-health points: one after putting down the guitar and another when Tiffany leaves.



Passing the guitar sequence allows Lucas a second chance to kiss Tiffany. This time Tiffany is receptive to the advance. In fact, she stays for the night. All this earns Lucas 30 mental-health points!



TIP Making up with Tiffany earns Lucas some mental-health points, and repairing their relationship helps when Lucas is on the run later in "The Fugitive" chapter. He can kiss Tiffany in that scene for 10 mental-health points.

The Little Girl Returns

Lucas's Mental-Health Modifiers

Action	Mental Health
Seeing little girl in dream	-20



Lucas wakes suddenly in the middle of the night. Both his computer and the television have turned on automatically.



Lucas can turn off the computer and TV, but these actions aren't necessary.



There's something on one of Lucas's chairs too. Upon closer inspection, you see that it's a crow—and it's watching Lucas move around the apartment. Creepy. It must have flown in through one of the open windows or the open balcony door.



The front door is also partially open. If Lucas interacts with the front door, he walks out into the hall. The door shuts behind him.

Chapter 11: Hide & Seek



In the hall, Lucas encounters the little girl he saw in his vision at the diner. He loses some mental-health points when he wakes up, realizing he just had a nightmare.

TIP To prevent Lucas from losing mental-health points during the nightmare, simply return to bed and fall back to sleep.

HIDE & SEEK

Day: January 28
Time: 8:11 AM
Location: The Cemetery

NOTE

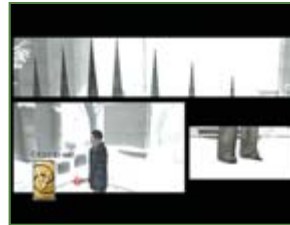
In this time split, Lucas visits the cemetery while Carla and Tyler work out at the police station gymnasium in the "Friendly Combat" chapter.

Reverence

LUCAS'S PDA

I have to meet Marcus at our parents' grave.

Lucas arrives at the cemetery to meet Marcus at their parents' grave. He carries a bouquet of flowers in his hand. As Lucas walks, he reveals that his parents were killed in a car accident 10 years ago.



Tarot Card Bonus

Lucas follows the main pathway; from here, take the short dead end to the right. A tarot card worth 5 bonus points is on the ground.



Marcus stands at a grave that's off a path to the right. Lucas can place the flowers at the grave.

TIP

Before Lucas places the flowers at the grave, return to the cemetery's main path and turn right. At the path's end is a tomb with a crucifix on top. Grab the crucifix for an extra life.



After placing the flowers on the grave, Lucas has a flashback to an incident in his youth.



Back to Wishita



At a military base in the desert, Marcus and his three friends want to sneak into one of the hangars to play hide-and-seek. Marcus tries to convince Lucas to come along, but to no avail. The boys leave Lucas behind as they head out to find a rumored hole in the base's fence.

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Soon after the boys leave, Lucas has a premonition—Marcus and his friends are trapped in a fire!



At the nearby checkpoint, Lucas can try to warn the soldier of the impending accident, but the soldier won't believe his story. Lucas must warn Marcus himself, but he has to get into the base first.



When the "Get Ready!" text appears, an interactive sequence begins. If Lucas passes, he gets a few hints on how to sneak onto the base to warn Marcus. He sees himself climbing through a hole in a fence and running alongside a military truck. If he fails, the vision ends and he must figure it out on his own.

The Map



Like the office sequence in the "Alternate Reality" chapter, Lucas has a map to guide him through this challenge. The green mark represents his current location, and the red X marks the hangar entrance, which is where Lucas must go. The blue icons represent soldiers. The cone emanating from these icons indicate each soldier's line of sight. Inside the base, keep Lucas away from these soldiers or else they catch him, forcing you to start over. For the purpose of this walkthrough, we assume the top of the map is north.



Lucas locates a damaged piece of fence in the base's southeast corner. Access the base by climbing the fence.

After Lucas gets over the first fence, watch the soldiers' positions carefully—one patrols the nearby road. Wait until this soldier moves away before crossing the road.



The hole in the next fence is located to the north, behind a large boulder. After crossing the road, move along the fence line, staying in the ditch at the fence's base to avoid being spotted.

By moving north along the fence, Lucas eventually comes to the fence hole that Marcus's friend was talking about. Crawl through to access the hangar area.



Chapter 11: Hide & Seek



Have Lucas take cover behind these large crates after crawling through the fence hole. A soldier looks directly in Lucas's direction, so he can't head for the hangar just yet.



As Lucas saw in his vision, a truck approaches, heading south. Lucas can use this truck to mask his movements.



The soldier can't see Lucas if he stays on the truck's opposite side. When the truck is between hangars 4A and 4B, stop and head east, toward hangar 4B's secret side entrance.



There's a hole in the hangar's side, covered by a piece of sheet metal. Move the metal and crawl through the hole to enter the hangar.



Hangar 4B

Lucas's Mental-Health Modifiers

Action	Mental Health
Save all three kids	+10
Fail to save all three kids	-20

Lucas runs into Marcus just inside the hangar and tells him to get out. Marcus is apprehensive but eventually heeds Lucas's warning. Lucas tells Marcus that he'll find the others.



The three other boys are hiding in various areas of the hangar. Lucas must find them before the timer at the screen's top expires. One of the boys is hiding in this row of crates, just opposite of where Lucas enters the hangar.



Lucas tells the boy about the fire. He doesn't believe Lucas at first but eventually leaves.



From the crate, rush to the hangar's far corner, heading toward the dismantled nose of an aircraft.



Curt is hiding in the back of this aircraft piece. Lucas must lie to get Curt to leave. All other dialogue options are totally ineffective.

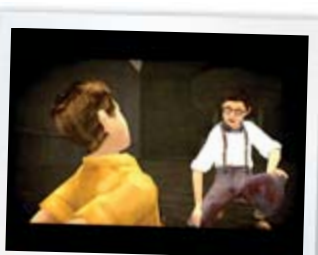
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Near the dismantled aircraft nose is a set of steps leading up to a catwalk. The last boy is hiding up here.



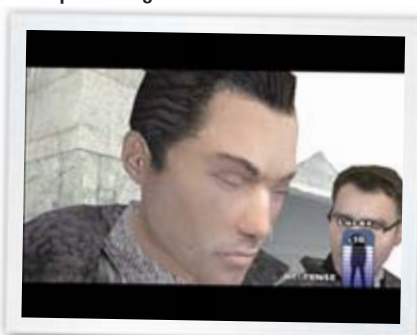
On the catwalk, sheets of plywood and metal lean against the hangar's side. The final boy is hiding behind one of these sheets. Tell him the game is over, and the boy leaves without much of an argument.



After Lucas finds all three boys (or when the timer expires), he automatically rushes out of the hangar. When questioned outside, Lucas tells Marcus of his vision. Marcus isn't sure what to make of Lucas's odd ability.

Marcus's Referral

The scene suddenly flashes forward, back to the cemetery where Lucas is standing in front of his parents' grave with Marcus. If Lucas saved all the boys, he gets an increase in mental health. But if he left any of the boys inside the hangar, his mental state degrades.



Realizing his brother has a strange gift, Marcus hands Lucas the name and address of someone who might be able to help him.

FRIENDLY COMBAT

Day: January 28
Time: 8:11 AM
Location: Gymnasium

NOTE

At the time split, you can choose between Carla and Tyler. Your choice only determines whose internal monologue you hear at the scene's start.

Warm-Up

Carla/Tyler Mental-Health Modifiers

Action	Mental Health
Drink water (1st time only)	+5
Warm-up completed	+10
Fail warm-up (3rd time only)	-5

While getting ready to work out, Carla is still thinking about the autopsy and the killer's methods. She also wonders what the connection is to the Kirsten case.



CARLA'S PDA

I'm gonna warm up to be ready to come against Tyler in the boxing ring.

Chapter 12: Friendly Combat

Meanwhile, Tyler worries about Sam's depressed mood. Mostly he's looking forward to clearing his mind for a while.



TYLER'S PDA

I'm gonna warm up so I can knock Carla about the boxing ring. Knowing her, I'd better be in tip-top shape if I want to put one over on her....



Before getting in the ring, Carla and Tyler must complete two warm-up routines each. The gym is filled with seven different types of exercise equipment, providing a wide variety of work-out options. They can even complete two routines on the same apparatus.



Climbing rope: Only Carla can use the climbing rope. This is the least strenuous warm-up routine Carla can perform.



Weight-lifting bench: The bench-press routine is one of the toughest work-outs in the gym, requiring plenty of tireless button tapping. Only Tyler can use this piece of equipment.



Punching ball: Carla can pound away at the punching ball to complete one of her warm-up routines.



Hamstring machine:

Although not as difficult as the weight-lifting bench, this machine is still a tough workout for Tyler, particularly as he approaches the ninth and tenth repetition.



Bottle of water: A water bottle sits on the bench amid the exercise equipment. Both Carla and Tyler can drink from it to get a one-time mental-health increase.

Radio: Carla and Tyler can also turn on/off the radio on the bench. Working out to some tunes is always fun.



Exercise mat: This is the only piece of exercise equipment Carla and Tyler can both use. Carla uses it for abdominal crunches, and Tyler uses it for push-ups. The push-up is the easiest warm-up available to Tyler.



Butterfly machine: Available only to Carla, the butterfly machine is the toughest warm-up she can choose.

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Tarot Card Bonus
A 10-point tarot card is located in this corner behind the boxing ring.

If Carla and Tyler have completed at least two warm-up routines each, either one of them can interact with the boxing ring to begin the fight. They both earn mental-health points for completing their warm-ups.



Get Ready! Fight!

Carla Mental-Health Modifiers

Action	Mental Health
Win the match (1st time only)	+20
Lose the match (1st time only)	-20



The fight is broken up into interactive sequences. Regardless of which character you choose at the time split, you always take Carla's side of the match. Whoever achieves 10 takedowns first wins the match. Watch the screen for the "Get Ready!" warning, and be ready to match the on-screen directional movements.



Matching the on-screen movements results in a win, while missed or incorrect inputs lead to a failure.

When the match ends, start a new one by answering yes to Tyler's question about a rematch. Carla gets a big mental-health boost for winning the match, but the increase is only applied on the first win, so there's no reason to continue fighting other than for the fun of it.



Following their match, Carla and Tyler discuss the case. Tyler is confident they'll catch the killer based on the wealth of evidence they found at the diner. Carla is much more cautious, feeling the case is more complex than they first anticipated.

THE KIRSTEN FILE

Day: January 28
Time: 3:37 PM
Location: Police Station

Debriefing



This scene opens in Captain Jones's office as Carla and Tyler fill him in on the diner investigation.

Jones wants to know what kind of killer they're looking for. Out of the three choices, Ritual best describes the case. If you choose Ritual, Carla describes several facets of the case that point toward a ritualistic killing or sacrifice. The Psychopath and Serial Killer options result in less-accurate analyses. However, it makes no difference which option you choose.



Chapter 13: The Kirsten File

When asked if the killer will strike again, three more answers become available. Regardless of which answer you choose, Jones's response is the same—he wants the killer behind bars as soon as possible.



Outside Jones's office, Carla and Tyler agree to split up. Tyler will look into the book found beneath Lucas's table at the diner while Carla attempts to find more information on the Kirsten file.

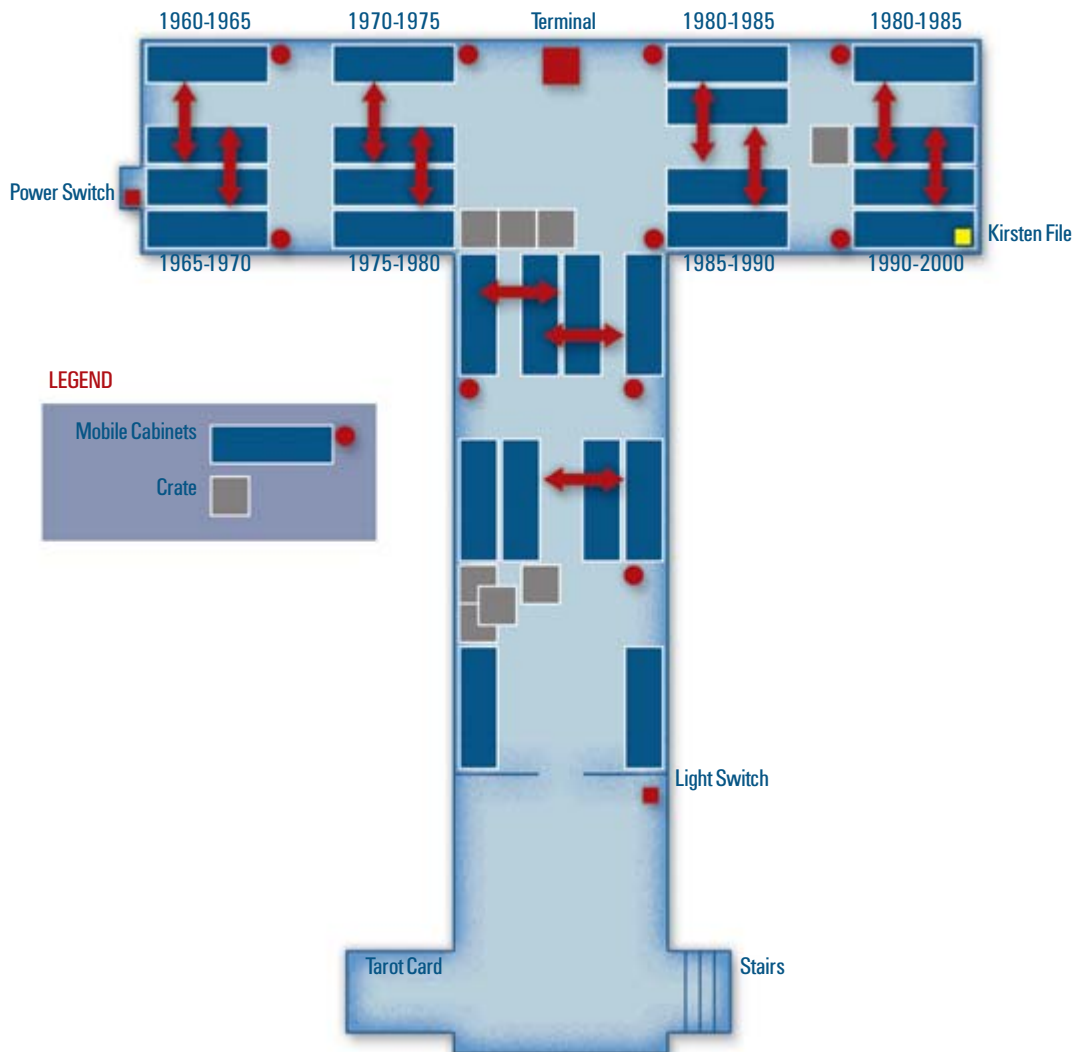


The Archive Room

Carla's Mental-Health Modifiers

Action	Mental Health
Find Kirsten file	+20
Panic (each time)	-10
Give up (lets Tyler do it)	-30

As Carla descends the basement steps leading into the archive room, she admits a fear of tight and confined spaces. As such, she's not looking forward to searching around the cramped archive room. But this is where all the old case files are located, and they are her best chance at uncovering more details from the Kirsten file.



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CARLA'S PDA

I'm gonna go and look in the station archives to see if I can find the Kirsten file. I suffer from claustrophobia but I'm willing to overcome my fear in order to find out what happened in that diner.



The archives room is very dark. Carla can turn on the lights by interacting with the switch on the wall.



Tarot Card Bonus

A 10-point tarot card is located in a barricaded hallway across from the stairs. It's easier to spot when the lights are on.



Carla can enter the archives room by opening the door at the corridor's end. The archive room is filled with several mobile cupboards containing years of case files archived on magnetic tape cartridges.

After stepping into the archives room, the camera switches to a first-person perspective. A meter representing Carla's breathing pattern also appears at the screen's bottom. Using the controls indicated on the screen, keep the white vertical line centered on the meter. If this line drifts too far to the left or right, Carla stops breathing and runs out of the archives room in a panic, losing some mental health.

Unlike an action phase where quick repetitive inputs are a must, making Carla breathe deeply requires a slow, steady rhythm. Experiment before moving around.



To get past the first set of cabinets, Carla must approach the large wheel on the right. Turning it clears a path through the first set of cabinets. Carla must continue her breathing pattern as she interacts with the cabinet wheels.



When Carla reaches the second set of cabinets, she must turn the wheel on the left first. This opens a path down the middle of the cabinets, but several crates block the exit.



Carla must rotate the wheel on the right to open an unobstructed path to the computer terminal.



The room with the terminal is located just beyond the second set of cabinets. After Carla finds the correct tape cartridge, she can use the terminal to read it. But the terminal needs power first.

Chapter 13: The Kirsten File

To turn on the terminal's power, Carla must activate the power switch located behind the cabinets to the left. Move toward the cabinet

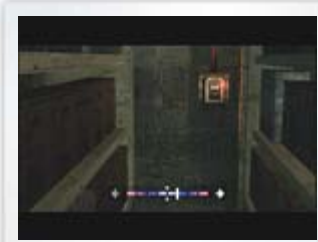
marked 1970–1975, but don't turn the wheel. Walk down the open path between the cabinets.



On the other side, Carla must turn the wheel on the 1960–1965 cabinet. This opens the 1965–1970 cabinets.



Now Carla must turn the wheel on the 1965–1970 cabinets to open a path to the power switch.



The power switch is located on the wall just beyond the 1965–1970 cabinets. When Carla activates the switch, the terminal automatically powers up.

CAUTION

The lights in the archive room shut off intermittently during Carla's search, but they always turn back on. When this happens, focus on stabilizing Carla's breathing, even if it means standing around till the lights come back on.



Carla must now find the Kirsten file on the other side of the archives room. Start by returning to the terminal. The coroner mentioned that the Kirsten case was from the 1990s. The cartridge is located in the 1990–2000 cabinet.



To open the 1990–2000 cabinet, Carla must first close the 1980–1985 cabinet next to it by turning the wheel on the 1980–1985 cabinet near the terminal—there are two sets of cabinets for those years.



Walk down the aisle Carla just created to access the second set of 1980–1985 cabinets; turn the wheel to close it. This makes it possible to open the 1990–2000 cabinet. But Carla can't reach that side of the room because an old piece of equipment blocks the path.



Carla must backtrack to the terminal room and create another path to the Kirsten file cartridge. Start by closing the 1980–1985 cabinet next to the terminal.

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Now Carla can open the 1985–1990 cabinet to clear a path leading the Kirsten file cartridge.



Carla must open the 1990–2000 cabinet before retrieving the Kirsten file cartridge. After it's open, head right down the aisle to grab the cartridge off the shelf.



Finally, Carla must return to the terminal to read the cartridge. If she has the right cartridge, she gets a big mental-health boost. The information provided on the Kirsten file is very limited, but at least Carla gets the names of the killer and the officer in charge of the case. Carla puts these leads to use later in the "Questions & Bullets" and "Janos" chapters.

Kirsten File Entry

CASE: HN62-84T551
VICTIM: Alan, Kirsten
KILLER: Anton Janos
DATE: 01/28/1998
POLICE OFFICER IN CHARGE: Robert Mitchell

REPORTS: None

EVIDENCES: None

Classified

CAUTION



Each time Carla's breathing becomes too erratic in the archives room, she automatically rushes out, losing 10 mental-health points. At this point, you can select Tyler. But Carla loses 30 mental-health points if she gives up the search.

Tyler to the Rescue

Tyler's Mental-Health Modifiers

Action	Mental Health
Finds Kirsten file	+10
Finds Carla depressed	-10



If you select Tyler, he must complete the "Tyler and the Book" scene before retrieving the Kirsten file. After returning from Takeo's bookstore, Tyler returns to the police station. He asks Doug at the front desk where Carla is; he mentions she went down to the archives room.



To access the archives room, go through the door to the left side of the lobby's main staircase. Descend the steps down into the basement. Tyler automatically loses some mental-health points when he finds Carla. She tells Tyler about the Kirsten file and asks if he can retrieve it for her.

Chapter 14: Tyler and the Book



The lights are out in the archives room, and the light switch won't respond. Fortunately, Tyler has a lighter, which he flicks on as he enters the archives. With Tyler, the camera stays in a third-person view. Even better, you don't have to control his breathing.



Tyler must follow the same steps as Carla, assuming Carla hasn't already completed some of them. First he must clear a path to the power switch to activate the terminal. Then he must find the Kirsten file cartridge in the 1990–2000 cabinet. After he has the cartridge, he can access the Kirsten file on the terminal, bringing the scene to an end.

CAUTION

If Carla fails the search too many times, her mental health totally depletes. If this happens, she turns in her gun and badge, ending the game.



TYLER AND THE BOOK

Day: January 28

Time: 3:37 PM

Location: Takeo's Shop

Dusty Old Books

Tyler's Mental-Health Modifiers

Action	Mental Health
Find the bookmark	+20
Find Takeo's book	+10
Wrong book for Takeo	-5

As requested by Carla, Tyler looks into the book found at the diner, taking it to a store specializing in rare books. Takeo is the bookstore's owner.



TYLER'S PDA

Carla asked me to go and show the book we found under the murderer's table to a specialist on old books, just to see if it takes us anywhere. The guys in the office told me where to find some guy called Takeo....



Takeo is on the first floor of the store. Tyler must descend the staircase near the front door to find him. He's just opposite the staircase, stacking some books on the floor in an odd arrangement.



To get Takeo's attention, Tyler must choose two out of three dialogue options (Lose, Insist, or Cough). It doesn't matter which ones. After Tyler's second attempt to get Takeo's attention, Takeo finally notices Tyler and welcomes him to his store.

NOTE

Pass an interactive sequence during Takeo's introduction to make a humorous observation, but it's not relevant to the story.



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PRIMA OFFICIAL GAME GUIDE

Tyler/Takeo Conversation Topics

- | | | |
|-------------|----------|-------------|
| • Martin | • Victim | • Body |
| • Suspect | • How | • Waitress |
| • Witnesses | • Table | • Customers |

As the conversation begins, Tyler has to choose one of three options. Expertise or Book are good choices, even if Takeo can't provide much information. The Case option puts Takeo on the defensive—apparently his immigration papers aren't totally legit. Overall, it's best to avoid revealing Tyler's profession.



NOTE

if Tyler admits he's a police officer, you initiate another interactive sequence. if you pass it, Tyler criticizes himself for his clumsy questioning tactics.



In the second conversation round, avoid the Police option. Insist is the best choice as it reveals the most information. But Takeo still isn't much help.



When the conversation is over, move back toward the staircase. Takeo suddenly decides to help, but Tyler must find a book for him first. He hands Tyler a book and tells him to find another volume from the same collection somewhere in the store.



Take the book to the desk behind the staircase to examine the book Takeo gave Tyler. Someone named De Gruttola edited the book.



While at the desk, Tyler can also examine Lucas's book. Use the magnifying glass to spot an inscription on the opposite side of the title page, three pages in. Apparently the book was a gift from someone with the initials "M. K."

When Tyler tucks the book back into his jacket, a small scrap of paper falls out. Pick up this bookmark to significantly boost Tyler's mental health. It seems the piece of paper was torn off from a computer printout.



After finding the bookmark, Tyler can leave the store. But finding Takeo's lost book can result in more information and more mental-health points. It's best to stick around.

Chapter 14: Tyler and the Book

The Lost Book



An open book lies on the bench near the front door. On the open page is a list of names and dates. The name of the editor from Takeo's book (De Gruttola) is followed by the year 1796.



Back on the ground floor, near Takeo, is another open book sitting on a desk. This appears to be a store directory. Books published between 1700 and 1800 are on the store's third floor. The books are alphabetized and color-coded. De Gruttola should be located in the white section.



Tyler must traverse a few different sets of stairs to reach the third floor. When on the third floor, look for the white section, indicated by the colored marks at the top of each shelf.

Tarot Card Bonus
A 20-point tarot card is on the second floor, near the last green-coded bookshelf.



Select the Book icon from any of the third-floor white shelves, and Tyler picks out the book Takeo's looking for.



TIP Tyler's hands must be empty before he can pick a book off a shelf. If he's still carrying Takeo's book, he must set it down at the desk beneath the stairs.



Now Tyler must return the book to Takeo on the first floor. He gets an increase in mental health for completing this miniquest.

Tyler/Takeo Conversation Topics

·Accent	·Book	·Rare
·Clients	·Who Sold	

As he promised, Takeo now answers any questions Tyler has about Lucas's copy of *The Tempest*. In the first round, Tyler can choose from four questions—the Book option is the most informative.



In the second conversation round, the three unasked topics reappear and are joined by a new option, Rare. This is the last conversation round, so choose carefully. The Rare option yields the most information. Overall, Takeo doesn't help that much.

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NOTE

if Tyler hasn't inspected Lucas's book yet, the bookmark falls out of his coat after he returns Takeo's lost book.



Tarot Card Bonus

Find and return Takeo's book and another 20-point tarot card appears at the base of the stairs.



When Tyler is finished, he can exit Takeo's store to end the scene.



AGATHA

Day: January 28

Time: 7:12 PM

Location: Agatha's House

Looking for Agatha

LUCAS'S PDA

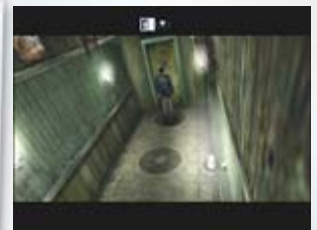
Marcus advised me to go and see someone named Agatha. He thought she might be able to help me. I know nothing about her, just her address....



As Lucas walks down the snow-covered sidewalk, a small window on the screen's right opens, showing the front door of Agatha's house. There's a light just above the door. The house is farther down the sidewalk, on the street's left side.



Lucas can ring the doorbell at Agatha's front door. After the first ring and no response, he can open the door and enter the house.



The hall beyond the front door contains three doors, each leading to a separate room. The room on the left sounds like it contains birds. Lucas can later explore the rooms to the left and right. To find Agatha, he must enter the door at the hall's far end.



This appears to be a séance room. Lucas can examine the table and some of the stuffed birds, including a large crow. Most of the furniture is covered with sheets, as if the house hasn't been lived in for a long time.



After entering the séance room, Lucas can turn left to spot another door. This one leads to Agatha's bedroom, where she's waiting for Lucas. Agatha is an old woman in a wheelchair, who appears to be blind. Agatha asks Lucas why he's here. All three responses have the same result. Without questioning Lucas any further, she assumes his problems are insignificant but agrees to hear him out anyway.

Chapter 15: Agatha

Before resuming their conversation, Agatha requests that Lucas push her into her bird room. Before leaving the bedroom, grab the crucifix on the nightstand to earn an extra life.



Four topic options are available in the second conversation round, as Lucas tries to convince Agatha he's telling the truth. Vision is the most informative choice, but no matter which option you pick, Agatha still isn't impressed.

Tarot Card Bonus

Take a side trip to the adjoining bathroom to find a 20-point tarot card near the bathtub. Lucas can look around the bathroom, but there's nothing else of interest.



At the end of the second conversation round, Agatha tells Lucas to feed her birds. The seed is in a small cupboard in the room; open the bottom drawer.

With the seed in hand, Lucas must feed all three birds in the room by interacting with their cages.



Lucas can now push Agatha by interacting with her wheelchair. Pushing the wheelchair is as easy as walking. Lucas must move back through the séance room and out into the hallway. In the hallway, follow the sound of birds to locate a room filled with birdcages. Push Agatha to the room's center so Lucas can continue the conversation.

Lucas / Agatha Conversation Topics

- | | | |
|------------|---------|-----------------|
| ·Murder | ·Mad | ·Trigger |
| ·Possessed | ·Lost | ·Manifestations |
| ·Believe | ·Vision | |

During the first conversation round, Lucas can choose between Murder or Possessed. Regardless of which topic you choose, Lucas tells Agatha about the murder and his trance. Even then, Agatha feels Lucas's story is a bit too typical.



As a follow-up to the Manifestations option, Lucas shows Agatha his wrists. After touching the cuts on his arms, she immediately recognizes them as snakes. Finally, she begins to take Lucas seriously.



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Agatha requests that Lucas push her into the séance room immediately (again, interact with Agatha's wheelchair to push her around). Moving Agatha next to the table in the séance room results in a new set of instructions.



The box of matches is on the table. Lucas can look at a few other items in the kitchen (like the stove and refrigerator), but there's nothing else of use in the kitchen—for now. Later, Lucas can use the knife on the table in the "Back to Agatha" chapter.



Before Agatha can begin Lucas's hypnosis, she needs some lit candles. The candles are in the top drawer of the small cabinet next to the hallway door.



Lucas must place the three candles in the candle holders on the table, one by one.



Now that Lucas has the matches, he returns to the séance room and lights the three candles.



After Lucas lights the candles, Agatha gives him a new set of instructions. He must turn off the light (the switch is next to the hallway door) and close both drapes.

Next Lucas must find a way to light the candles. Agatha mentions a box of matches inside the kitchen. Lucas must return to the hallway and enter the door opposite the bird room.



Tarot Card Bonus
Lucas can retrieve a 5-point tarot card from the kitchen.

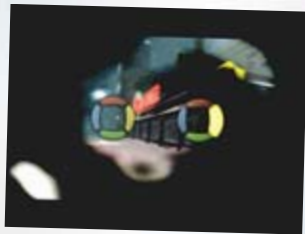


When the room is dark, Lucas can finally sit down next to Agatha and begin his hypnosis session.

Introspection

Lucas's Mental-Health Modifiers

Action	Mental Health
Pass hypnosis session	+20
Fail hypnosis sequence	-5



Agatha's hypnosis session takes the form of multiple interactive sequences. You must match the on-screen movements with the proper inputs to maintain Lucas's vision. Failing any sequence causes Lucas to fall out of the hypnotic state and lose some mental-health points. As the session begins, Agatha has Lucas begin at the diner.



When Lucas realizes he's not sitting at his booth, he enters the restroom and sees himself in a trance, holding the knife. Maintaining the hypnotic vision causes Lucas to relive the murder.



You get the most useful information when Agatha has Lucas think back to the moments before the murder. While sitting at his booth, a mysterious man in a cloak or a hooded coat approaches Lucas. The man sits at Lucas's table and even orders a cup of coffee—but Kate doesn't seem to notice him.



After discussing *The Tempest* and magic, the man reaches out across the table and touches Lucas's hand while reciting incantations. This puts Lucas in a trance.



Instead of reliving the murders, Agatha urges Lucas to follow the man as he leaves the diner through the emergency exit.



The man exits into the alley behind the diner and walks down the nearby sidewalk. Is this who Bogart saw? He eventually stops when approaching a figure—and a bloody John Winston spins around for a quick scare, bringing an end to the hypnosis session.



Feeling Agatha knows more than she's letting on, Lucas pleads for her help. Who was that man? Agatha says she must confirm some things before giving Lucas an answer, but she tells him to return tomorrow night. Lucas gets a mental-health increase when Agatha agrees to help him, bringing the scene to an end.

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QUESTIONS & BULLETS

Day: January 28

Time: 7:12 PM

Location: Police University

Sergeant Mitchell

Carla's Mental-Health Modifiers

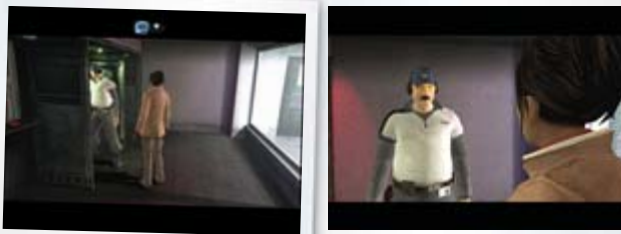
Action	Mental Health
Pass/fail first pistol session	+10/-10
Pass/fail second pistol session	+10/-10

CARLA'S PDA

I've got to find Sergeant Mitchell to ask him about the Kirsten case.



Carla arrives at the police university's shooting range to find Sgt. Mitchell, the lead investigator on the Kirsten case. The cadet near the front door tells Carla that Mitchell is at the range's far end.



Mitchell is busy firing off a few rounds at targets, but Carla can still speak to him. When Carla asks Mitchell about the Kirsten file, he's not surprised the information is classified.



Before continuing the conversation, Mitchell suggests that Carla take in some shooting practice. Carla must pick up the protective eyewear in the stall, then grab the pistol.

Follow the on-screen instructions for the proper controls to aim, fire, and reload. There are two types of targets in this minigame: terrorists and innocents. The terrorist targets are black silhouettes holding a pistol. Shooting a terrorist target adds three seconds to the timer, lengthening the session.



Innocent targets are white silhouettes with their arms raised. Shooting these targets deducts five seconds off the session timer.

TIP Shooting any part of the rectangular target counts as a hit. It's not necessary to hit the silhouette.

The Bullet icons on the screen's left side indicate how many rounds are left in Carla's magazine. When no more bullets remain, Carla must reload to resume shooting. For best results, wait for a lull in the activity on the range to avoid missing a target, even if it means reloading with three or four bullets left. There's no limit to how many times Carla can reload.



As the session progresses, the targets move around, making them harder to hit. They also pop up and down at increasingly rapid intervals. As the timer winds down, the session eventually ends.



Chapter 16: Questions & Bullets

Carla's performance is rated based on how long her session lasted. If Mitchell is impressed with Carla's skills, she receives a mental-health increase. But her mental state degrades if Mitchell thinks her performance was poor. Whatever her result, her marksmanship skills do not impact the conversation that follows.



Mitchell tells Carla more about the Kirsten case. The killer, Anton Janos, attacked Alan Kirsten in a supermarket with a knife. The attack appeared to be spontaneous, with no apparent motive.

Carla/Mitchell Conversation Topics

- | | | |
|----------|------------------|-----------|
| · Link | · Other Elements | · Profile |
| · Killer | · Bizarre | |
| · Victim | · Explanations | |



In the first conversation round, Carla can choose from three topics. If she chooses Link first, she can follow up with either Killer or Victim. Mitchell has nothing useful to add about the victim. Choosing Killer unlocks a new line of questioning.

Choosing Killer in the first round leads to four new options. Other Elements is the best, as Mitchell describes the serpent carvings in the killer's forearms. Mitchell then describes the knife wounds to the victim's chest—three stabs, each cutting a main artery around the heart.



NOTE

if Carla chooses Victim in the first round, she automatically asks Other Elements in the second round, with no other choices available.



After learning of Kirsten's wounds, Carla returns to the shooting range for another round of target practice. This session is just like the first—shoot the terrorist targets and don't shoot the innocents.

Carla/Mitchell Conversation Topics

- | | | |
|-----------------|----------------|---------|
| · Investigation | · Links | · Files |
| · Then | · Murderer | |
| · Arrests | · Kirsten File | |



A new conversation round begins after Carla completes the second target-practice session. Both options lead to the same information, with Mitchell describing more identical cases where a total stranger spontaneously stabbed the victim.

The three options in the second round all lead to the same information. Mitchell tells Carla that most of the murderers connected to these similar cases committed suicide or were declared insane.



Choosing Then in the third round leads to the most intriguing information. Mitchell describes how he lost his job as an investigator because he looked too deeply into these bizarre cases, hinting at a cover-up.

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Selecting Then in the third round also allows Carla to follow up with a couple more questions. If you choose Files, Carla asks how Mitchell knew the Kirsten file was classified. He explains how all the related case files were locked up, with nobody assigned to them.



As the conversation comes to a close, Mitchell suggests that Carla give up on her case, explaining there's much more going on behind the scenes than it appears. But Carla is committed to uncovering the truth, no matter what it takes.

DOUBLE OR QUILTS

Day: January 28

Time: 7:12 PM

Location: Police Station Courtyard

Tyler vs. Jeffrey

Tyler's Mental-Health Modifiers

Action	Mental Health
Makes fun of Jeffrey (each time)	+5
Wins basketball match	+20
Loses basketball match	-30

TYLER'S PDA

I promised to play Jeffrey in a one-on-one basketball tournament for one hundred dollars. I'll find him on the court back behind the police station and give him a beating he's not likely to forget in a hurry...

Dressed in basketball garb, Tyler and Jeffrey ignore the freezing temperatures as they head to a small court near the police station. As to their previous agreement, if Jeffrey wins the match, Tyler must pay him \$200. But if Tyler wins, his debt will be forgiven.



At the first interaction, Tyler can choose to Warm Up or Make Fun. Choosing Warm Up gives Tyler the first possession of the ball. If Tyler makes fun of Jeffrey, he earns some mental-health points but won't get possession.



The basketball sequence plays much like Carla and Tyler's fight in the "Friendly Combat" chapter. Match the on-screen movements with the correct inputs to pass each sequence successfully. The first to score 10 points wins the match.



If Tyler has possession of the ball, passing an interactive sequence causes him to score. But if you fail the sequence, Jeffrey gets possession.

Chapter 18: The Storm



On defense, Tyler must pass the sequence to get the ball back. Otherwise, Jeffrey scores and maintains possession.

Each time Tyler scores three or four consecutive baskets, he makes fun of Jeffrey, earning himself some mental-health points.



If Tyler wins the match, he earns 20 mental-health points, and Jeffrey compliments him on his game. Losing the match costs Tyler 30 mental-health points. Whatever the outcome, Tyler and Jeffrey quit after the match—no rematches are available this time.

THE STORM

Day: January 28
Time: 09:27 PM
Location: Lucas's Apartment

LUCAS'S PDA

I'll go home after I see Agatha. All I want is to go to sleep, to forget...

Lucas's Mental-Health Modifiers

Action	Mental Health
Marcus saves Lucas	+10



When Lucas enters his apartment, the phone is already ringing. Lucas must walk to the phone and pick up the receiver.



When he picks up the phone, he hears a strange voice. Lucas feels a presence in the room, but when he turns around, no one is there.



The balcony's glass doors fly open as a massive gust of wind rushes into the apartment, nearly knocking Lucas off his feet.

The rush of wind continues, throwing apartment items at Lucas. He must pass a series of directional-input action sequences. If he fails these, he loses a life.



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Lucas must stay on his toes as his apartment is being emptied one item at a time. What's worse, all the items in his apartment are trying to kill him.

A few times the action sequences change. Lucas must try to reach the door and safety. However, you must pass rapid repetitive input sequences to move Lucas closer to the door. If you fail these, you must restart the scene from the last save.



Lucas must continue passing action sequences. He must pay close attention or he gets really hurt.



Eventually, Lucas's apartment begins to break apart. Lucas must make his way to the balcony, which seems to be solid. However, it, too, breaks apart, and Lucas falls.

Marcus

The scene switches to Marcus, who has arrived to see Lucas. Marcus is worried about his brother and wants to find out what is wrong and how he can help.



Since he has never been to Lucas's apartment, Marcus is having trouble finding the right room. However, Marcus does not have much time. Lucas is hanging on for dear life. A timer bar appears at the screen's top, showing how much time Marcus has to save Lucas. To find the correct door, Marcus can look at the names on the doorbells.



Lucas's door is the first one on the right. Marcus must quickly check the name on the doorbell and ring the bell. When no one answers, Marcus knocks loudly.



Still no one comes. However, Marcus can hear someone screaming inside. Lucas must be in trouble.

Marcus backs away from the door and must pass a rapid repetition action sequence so he can bust through the door and reach his brother.



Time is still ticking away. Marcus must use what little remaining time he has to run across the apartment to the balcony.

Chapter 19: Dark Omen



At the balcony's edge, Marcus looks down to see Lucas hanging on to the edge by his fingertips.



In order to pull Lucas to safety, Marcus must successfully complete another action sequence.



When Lucas is safe, he receives some mental-health points. Marcus thinks Lucas was trying to kill himself since he was alone in the apartment and seems to have imagined the storm throwing things at him. Marcus is determined to help his brother in any way he can.

DARK OMEN

Day: January 28

Time: 9:27 PM

Location: Carla's Place

The Bookmark

CARLA'S PDA

Tyler stayed on at the office to see if he could find out something about the bookmark we found in the book at the diner. I'll try to help him from my place.



Taking a break from the case for a while, Carla relaxes in the shower when the phone rings.



Tarot Card Bonus

There's a 10-point tarot card in Carla's bathroom. It's located in the corner by her shower, just next to the scale.



Carla must exit the bathroom and pass through her bedroom into the living room. The ringing phone is on the table to her left.

It's Tyler. He's still at the office trying to figure out where the scrap of paper he found in Lucas's book came from. Carla tells him to fax it over so she can help.



NOTE

After talking to Tyler, Carla can move about her apartment and interact with a variety of objects. See the "Other Actions: Carla" section at the end of the chapter for more information. You can also switch between Carla and Tyler. In this scene, they must work together (in separate locations) to uncover the bookmark's origins.

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Tyler Works Late

Tyler's Mental-Health Modifiers

Action	Mental Health
Fax bookmark	+5
Yawn (1st time only)	-20

TYLER'S PDA

I stayed late in the office to work. I want to find out something about this bookmark. I'm convinced it's the key that will open up the path. Carla's gone home but she's gonna see what she can do there. The first one to find something calls the other.

Back at the office, Tyler can access an internal monologue as he sits at his desk. He doesn't like leaving Sam home alone at night, but solving this case is a top priority.



By standing up, Tyler can pick up the bookmark and carry it over to the fax machine. Tyler can fax the scrap of paper to Carla by interacting with the fax machine—he gets an increase in mental health for completing this task.

After faxing the bookmark, he should retrieve it from the fax machine and put it back on his desk. He can't do anything else till he sets down the bookmark.



Stock Quotes

Carla's Mental-Health Modifiers

Action	Mental Health
Find stock quotes on computer	+10

Tyler's Mental-Health Modifiers

Action	Mental Health
Read newspaper	+10
Find stock quotes on computer	+10



There are three different ways Carla and Tyler can discover the bookmark's origins.



Newspaper: In the office, Tyler can pick up a newspaper that is lying on Carla's desk. The paper is open to the financial page, listing the market's most traded stocks. Suddenly Tyler makes the connection. The numbers and symbols printed on the torn piece of paper are stock quotes. Tyler earns some mental-health points for making this discovery.



Computer: Carla and Tyler can also make the stock-quotes connection by accessing the Web on their computers. Under the "World" section is a list of stock quotes. For Carla to see this Web page, she must have already viewed the faxed copy of the bookmark. Whoever makes the connection gets an increase in mental health.

Chapter 19: Dark Omen

Tommy: When Carla's neighbor Tommy stops by for a brief visit, he sees the faxed bookmark. He informs Carla of the stock-quote information and tells her that printouts are usually printed on watermarked paper, used to identify the bank of origin.



As soon as Carla or Tyler discovers the stock-quote information, Carla and Tyler must speak on the phone. Next, they need a way to identify where the quotes were printed.

Tommy

Carla's Mental-Health Modifiers

Action	Mental Health
See Tommy at door	+5
Drink wine	+5
Conversation: Tommy	+5
Conversation: Carla	-5
Conversation: Carla work	-5
Tommy's first tarot reading	-5
Tommy's second tarot reading	-5
Tommy's third tarot reading	-10
Tommy's fourth tarot reading	-10

At some point in the evening, Carla's neighbor Tommy stops by for a visit. If Carla and Tyler have just spoken about the stock quotes on the phone, Tommy arrives immediately after that conversation. But even if they haven't discovered the stock quotes, Tommy still arrives after a certain period of time.



Before answering the door, Carla must put on some clothes. The wardrobe in her bedroom contains her usual outfit.



The front door is located along the same wall as Carla's computer and fax machine. Carla gains a slight increase in mental health when she opens the door and sees Tommy. She invites Tommy in and has him take a seat at the table near the door.

Tommy has brought over a bottle of wine to share with Carla. But they need some glasses before they can drink the wine.



Carla finds two glasses in the corner kitchen cupboard, just above the sink.



To begin her conversation with Tommy, Carla must set the glasses on the table and sit down.



Tommy pours the wine into the glasses and proposes a toast. Drinking the wine gives Carla another increase in mental health.

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PRIMA OFFICIAL GAME GUIDE

Carla/Tommy Conversation Topics

- Tommy
- Difference
- Carla
- Work
- Work Carla



The first conversation round begins after Carla and Tommy take a drink. You can choose one out of two questions here. The Tommy option is the best, as Carla gets a mental-health increase when he talks about his new boyfriend.

In the second conversation round, you can choose two out of three topics. Start with the Difference option, as Carla tells Tommy she's happy for him. To end the conversation round, you must choose either Work Carla or Carla. Whether talking about her job or her lack of a love life, Carla loses some mental-health points.



Following the conversation, Tommy produces some tarot cards. He wants to read Carla's future. Carla isn't superstitious, but she plays along anyway. When Tommy sets the deck on the table, Carla must shuffle the cards and set them back down.



Tommy sets the cards out on the table, allowing Carla to turn over two cards at a time. During this interactive sequence, it doesn't matter which cards Carla chooses—her reading is the same every time.



As Carla turns over the first two cards, Tommy talks about a dark period in Carla's future, causing her to lose some mental-health points. The second pair of cards reveals that Carla is following someone with "a heavy secret." This also degrades her mental state.



Tommy sees a curse, suffering, and death in the third pair of cards that Carla picks. She loses even more mental-health points with this revelation. With the final set of cards, Tommy mentions a child and two paths: one toward life and the other toward death. This depressing information drops Carla's mental health again.

The Watermark

Carla's Mental-Health Modifiers

Action	Mental Health
Tommy reveals truth of fax	+20

Tyler's Mental-Health Modifiers

Action	Mental Health
Find watermark	+20



Tommy is apologetic about the tarot card reading as he gets up to leave. Despite Carla's drop in mental health, she takes no offense.

Chapter 19: Dark Omen



If Tyler has already faxed the bookmark to Carla, Tommy notices it, asking Carla if she's thinking about investing. At this point, Tommy reveals that the bookmark was torn off a sheet of stock quotes. He also mentions the actual paper it's printed on should be watermarked.



Carla can also uncover the truth about the bookmark even if Tyler hasn't sent the fax by the time Tommy leaves. If this is the case, then after Tyler sends the fax, Carla can take it to Tommy's apartment (across the hall), where he reveals the same information. Either way, Carla gets a large boost in mental health for this discovery, recovering some of the points from her disturbing tarot card reading.

After learning of the watermark, Carla must call Tyler to give him the news. She tells Tyler to inspect the scrap of paper for a watermark.



Back at the office, Tyler must sit at his desk and turn on the lamp (with the Light Bulb icon).



Interact with the bookmark for Tyler to hold it up to the light. Use the controls indicated on-screen to move the light around until the watermark appears. Tyler gets an increase in mental health for finding this.

Once the watermark is visible, Tyler must call Carla. Using the



watermark, they can now trace it to the bank where it was printed. When Tyler offers to go to the bank, a Yes or No option appears. If you choose Yes, Tyler goes to the bank in the next chapter, "Face Off." If you choose No, Carla visits the bank.

CAUTION

If Tyler calls Carla after discovering the watermark, the scene ends. Tyler and Carla must complete any actions they wish to perform in their respective locations before Tyler calls Carla.



Other Actions: Tyler

Tyler's Mental-Health Modifiers

Action	Mental Health
Drink water (1st time only)	+5
Drink coffee (1st time only)	+5
Play with basketball (1st time only)	+5
Yawn (one time only)	-20



Working late in the office makes Tyler tired. At some point, he lets out a big yawn, dropping his mental health by 20 points. This action is connected to a timer; you cannot avoid it.

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Watercooler/basketball: To partially restore the points lost from fatigue, Tyler can use the same objects covered in the "Police Work" chapter to boost his mental health. In the office, the watercooler and the basketball provide 5 points each.

Coffee machine: The open office area is empty at this hour, but Tyler can walk over to the coffee machine and drink a cup for another 5-point mental-health increase.



Tarot Card Bonus
While in the open office area, Tyler finds a 5-point tarot card sitting on the desk farthest from his office door.

Other Actions: Carla

Carla's Mental-Health Modifiers

Action	Mental Health
Rest on bed (1st time only)	+10
Use toilet (one time only)	+5
Watch television (one time only)	+5
Eat pizza (1st time only)	+5

TIP

If Carla's mental health is low at the scene's start, use some of the objects in her apartment to cheer her up before Tommy arrives. Remember, Tommy's tarot card reading causes her to lose 30 points.



Bathroom mirror: The mirror above the sink is the only interactive feature in the bathroom. Carla can look at herself in the mirror, but the action has no impact on her mental state.



Bed: Carla won't fall asleep if she lies on her bed, but she'll relax enough to get a 10-point mental-health increase.



Window: Looking out the window in either her bedroom or the living room triggers an internal monologue. Carla comments on the unusually cold weather.



Toilet: Carla's toilet is located in a separate small room off the living room, along the same wall as her phone. She can use the toilet once for a 5-point mental-health increase.

Radio: At the scene's start, Carla's radio is on. She can interact with it to turn it off and on, which makes no difference in points. The radio plays one track repeatedly.



Television: By sitting on her sofa, Carla can access the TV's remote control. Watching a foreign cooking show (on the first channel) boosts her mental state by 5 points. She can access a couple of other channels, but none of them impact her mental health or contribute to the story.



Chapter 20: Face Off

Pizza: Carla can also get a 5-point mental-health increase by eating a slice of pizza from the box sitting on her kitchen counter.



NOTE

Carla can open her refrigerator and her kitchen cupboards, but there's nothing else to eat or drink.

FACE OFF

Day: January 29

Time: 4:32 PM

Location: Naser & Jones Bank

NOTE

Either Carla or Tyler can go to the bank. This decision is made at the end of the previous chapter, "Dark Omen," during Carla and Tyler's last phone conversation. Although the opening dialogue differs slightly as Carla or Tyler introduce themselves to Lucas, the following dialogue and possible actions are identical. For the purpose of this walkthrough, Carla is the chosen investigator.

Obstruction of Justice

LUCAS'S PDA

I continue to work as usual. No one must suspect anything, not until I find out what's happening to me.



Lucas sits at his desk in Naser & Jones Bank. An internal monologue reveals he spent most of the day sleeping in his apartment, under Marcus's watch. Feeling the need to get out, he eventually convinced Marcus to let him go to work.



Suddenly, Lucas experiences a noninteractive premonition. He can see a police officer (Carla) entering his office.



After the premonition, the screen splits. In the new window, you see Carla or Tyler walking through the office. A timer also appears, indicating the time until Carla enters Lucas's office. Lucas must hide any incriminating evidence in his office before the timer expires.



Stand up from Lucas's desk to examine the piece of paper from which he tore the bookmark he used in his copy of *The Tempest*. The piece of paper is on his desk's right side. Interact with the piece of paper a second time to make Lucas hide it. The camera cuts away as Lucas hides the evidence.

TIP Later, in the "Happy Anniversary" chapter, when Carla is linking evidence, she can use both the piece of paper and the copy of *Richard III* to incriminate Lucas: the paper links to the bookmark and *Richard III* links to *The Tempest*. If Lucas hides these items now, he can make it impossible for Carla to attain these two pieces of evidence. However, he must maintain a low suspicion level throughout the interview with Carla. If his suspicion level climbs too high, Carla can search his office and discover the book and the paper.

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A copy of *Richard III* is near the computer stand on the left side of Lucas's desk. Like the piece of paper, Lucas must interact with the book twice to hide it. As he hides it, he reveals that Marcus gave him this book and the copy of *The Tempest* Lucas left behind in the diner. The camera cuts away again as Lucas stashes the book.



Tarot Card Bonus

A 10-point tarot card is in the right drawer of Lucas's desk. Lucas must retrieve it before Carla arrives.

Questions & Answers

Just as Lucas envisioned, Carla walks through his office door when the timer expires. Carla introduces herself and asks Lucas if she can ask him a few questions.



Suspicion Management



At the moment Carla or Tyler enters Lucas's office, they have no reason to suspect Lucas as the murderer. Their only lead is the bookmark with the bank's watermark.

However, Lucas's performance and behavior during the interview can raise their suspicions. A suspicion meter shows when Carla or Tyler feel Lucas is being evasive or untruthful. If the meter climbs too high, Carla or Tyler ask Lucas to come to the police station for further questioning, ending the game. But even moderate levels of suspicion can impact different aspects of the scene—more on this later. In this sequence, no option or action will cause suspicion to drop. For best results, Lucas should tell the truth as much as possible and lie only when necessary.

CARLA'S PDA

The page the murderer used as a bookmark was printed in a bank, Naser & Jones. We need to find out whether the murderer works there. The IT manager ought to be able to help us....

Question 1: A Few Questions

Question: "I have a few questions to ask you."

Lucas's Responses

Option	Suspicious
Subject	No
Help	Yes
Me	No
No Time	Yes



The first question is easy enough. Lucas must appear cooperative. The Subject and Me options allow Lucas to get by without raising any suspicions.

Question 2: Bookmark from Bank?

Question: "Could you confirm this listing comes from here, from this bank?"

Lucas's Responses

Option	Suspicious
Truth	No
Lie	Yes
Dodge	No

Carla's next question initiates an interactive sequence. Passing the sequence reveals Carla's inner thoughts, and Lucas can then read her mind. Carla already knows the paper is from Lucas's bank, thanks to the watermark. She's trying to catch Lucas in a lie. If you fail the interactive sequence, Carla's inner thoughts are not revealed.



If Lucas chooses Lie, the suspicion meter climbs slightly and Carla has Lucas look at the bookmark again, pointing out the bank's watermark. Choosing the Truth or Dodge options prevent a rise in suspicion.



Question 3: Where?

Question: "Is there any way to establish where it was printed from?"

Lucas's Responses

Option	Suspicious
Lie	Yes
Truth	No
Ignore	Yes



Another interactive sequence begins as Carla asks the question. If you pass it, Carla's inner thoughts reveal she's already spoken to the bank manager about this issue. She's trying to trip Lucas up again.

Telling the truth is the only way Lucas can avoid raising Carla's suspicions on this question. She already knows that the bank's stock buyers are the only ones who use this paper. If Lucas chooses Lie or Ignore, he tells her everyone in the bank uses the same paper.



After Lucas answers, another interactive sequence begins. If you pass, Carla's inner thoughts are revealed again. This time her monologue differs based on Lucas's suspicion level. If Carla catches Lucas in more than one lie, she feels he's hiding something from her.



Just then, Lucas notices a dust mite crawling behind Carla—this isn't the best time for hallucinations. Carla notices Lucas's reaction but doesn't get suspicious—yet.

Return of the Dust Mites

During his interview with Carla, the dust mites from the "Alternate Reality" chapter return. Lucas has the chance to react to their presence during three interactive sequences. But these dust mites can't hurt Lucas. Reacting to them only causes Carla to become more suspicious. Plus, Lucas loses mental-health points each time you pass one of these interactive sequences.

Lucas's Mental-Health Modifiers

Action	Mental Health
React to dust mites (1st sequence)	-10
React to dust mites (2nd sequence)	-20
React to dust mites (3rd sequence)	-20

Question 4: Which Computer?

Question: "Is there a way to determine which computer this particular document was printed from?"

Lucas's Responses

Option	Suspicious
No	No
Dodge	Yes



As Carla asks the question, an interactive sequence begins. Passing the sequence reveals that Carla feels her questions are beginning to upset Lucas. What she doesn't realize is what Lucas just saw crawling behind her.

If Lucas attempts to dodge this question, Carla becomes suspicious and insists on an answer. Lucas is better off with the No option, telling Carla that the bank's printers leave no identifiable marks.



Suddenly, a giant dust mite appears directly behind Lucas's chair. If Lucas passes this interactive sequence, he only draws more suspicion to himself and loses some mental-health points. Intentionally failing this sequence is the only way to make Lucas remain calm.

Question 5: Composite Sketch

Question: "A witness helped us make a composite sketch of the suspect. Would you mind taking a look at it?"

Lucas's Responses

Option	Suspicious
Joke	No
Dodge	No
No	Yes

Right after Carla asks the question, Lucas sees dust mites falling out of the vent just above his desk. An interactive sequence allows Lucas to react to the insects. However, jumping about raises his suspicion level and degrades his mental state. In this case, it's best to fail the interactive sequence to prevent Lucas from flailing about.



Whether Lucas reacted to the dust mites or not, he must look at the composite sketch and give Carla a response. The sketch is the same one created by Kate and Tyler. If Lucas chooses the No option, his response sounds less than convincing, raising his suspicion level. The Joke and Dodge options allow Lucas to sidestep the question without sounding suspicious.



Passing the next interactive sequence causes Carla to comment internally on the composite sketch. Her answer will differ based on the sketch's accuracy. A Sort of Similar or Fairly Similar ranking makes her think the sketch looks a little like Lucas. But if the sketch is ranked Very Similar, Carla is struck by the likeness, causing her to become suspicious.



Question 6: Unusual Activity?

Question: "Have you noticed anything unusual at the bank lately?"

Lucas's Responses

Option	Suspicious
No	Yes
Don't Know	Yes
Illness	No

Lucas definitely needs a heads up on this relatively vague question. If you pass the interactive sequence, Lucas discovers that Carla knows about yesterday's incident, when Warren found him on the floor near the cubicles. Passing the sequence also unlocks Illness as a response choice.



The No and Don't Know responses both raise Lucas's suspicion level. This is why it's so important to pass the previous interactive sequence—to unlock the Illness option. If you choose this, Lucas makes up a plausible story about having infrequent epileptic seizures.



Passing the next interactive sequence allows Lucas to see Carla examining his bandaged wrists, leading to her next question.

Question 7: Wrists?

Question: "Did something happen to your arms?"

Lucas's Responses

Option	Suspicious
Change Subject	Yes
Lie	No

If Lucas attempts to Change Subject on this question, he doesn't have to explain his injuries, but he raises his suspicion level. Choosing Lie causes Lucas to make up a story about a home-repair accident.



Question 8: Photo?

Question: "Is that you in the picture with the priest? Is he a friend of yours?"

Lucas's Responses

Option	Suspicious
Truth	No
Lie	No
Dodge	Yes



An interactive sequence begins as Carla asks this question. If you pass the sequence, Carla's inner thoughts reveal she sees a resemblance between Lucas and the priest in the photo.

Truth is the best option here. Even if Carla learns Marcus is Lucas's brother, it does not impact the investigation. Lucas can also choose Lie to get past this question, making up a story about the priest being an old friend. However, if you choose Dodge, Lucas becomes defensive, which raises his suspicion level.



The final dust mite appears immediately after Lucas answers the question. This one acts as if it's going to attack Carla. Passing this



interactive sequence results in a rise in suspicion and a drop in mental health. Lucas should just ignore the giant dust mite—it won't hurt anyone.

The following interactive sequence provides access to Carla's inner thoughts. Her internal monologue differs based on Lucas's suspicion level. If he has a low suspicion level (two or fewer increases), she just thinks he's a weird computer guy. Drawing suspicion three or four times during the interview makes Carla think Lucas could possibly be the guy she's looking for. A high suspicion level (five or six increases) results in Carla thinking Lucas is highly unstable. This leads to more questions.



Intense Interrogation

NOTE

if Lucas maintained a low to moderate suspicion level, he excuses himself to wash up in the restroom following the question about the photo. if this is the case, jump ahead to the "Office Search" section later in this chapter. But if Lucas's suspicion level is high, Carla continues questioning him.

Carla/Tyler's Mental-Health Modifiers

Action	Mental Health
Ask question about paper	+10

Question 9: Access to Paper?

Question: "Do you have access to this type of paper, Mr. Kane?"

Lucas's Responses

Option	Suspicious
Lie	Yes (game over)
Truth	No
Dodge*	No

* return to Lie or Truth

Carla gets a mental-health increase for pushing the interrogation forward. Lucas must tell the truth to get past this question. The Dodge option only makes Carla reiterate her question, requiring Lucas to choose from the Lie or Truth options. If Lucas chooses to lie, Carla

wonders why the bank's IT guy doesn't have access to the paper. She then asks him to come into the police station for further questioning, ending the game.



Question 10: Where Were You?

Question: "Can you tell me where you were on the night of January 26th to the 27th?"

Lucas's Responses

Option	Suspicious
Lie	No
Restaurant	Yes (game over)
Resist	No
Dodge	No

This question is Carla's last chance to haul Lucas off to the police station. Lucas can avoid this by choosing Lie, Resist, or Dodge. If Lucas mentions the restaurant, he immediately incriminates himself—especially since Carla never mentioned anything about the restaurant.



Office Search

Carla/Tyler's Mental-Health Modifiers

Action	Mental Health
Take ballpoint pen	+5
Find paper	+5
Find book	+5



After answering Carla's questions, Lucas excuses himself to go splash some water on his face in the restroom.

While Lucas is gone, Carla can search his office for clues. Lucas's suspicion level determines how thorough of a search Carla can perform. He won't be gone long, so Carla has a limited amount of time to conduct her search.



Ballpoint pen: Regardless of Lucas's suspicion level, Carla can take the ballpoint pen on his desk and earn some mental-health points. The pen can be dusted for fingerprints and ultimately link Lucas to the diner through the prints taken off the glass, the silverware, and the knife.



Desk drawer: If Lucas attracted moderate suspicion, Carla can search his desk's left drawer. This is one of his hiding spots. If Lucas hid the piece of paper or *Richard III*, one of the items will be in this drawer. Carla's mental health increases when she finds either object.



Chapter 21: Back To Agatha

Cardboard box: The cardboard box on the side of Lucas and Warren's desks is used as a trash receptacle. It's also another hiding spot. Carla can search this box only if Lucas had a high suspicion level at the interview's end. The box may contain either the piece of paper or the book.



Lucas/Marcus photo: Carla can look at the photo of Lucas and Marcus on the desk, just above the left drawer. She notices something written on it: "LK, MK June 2003."



Lucas/Tiffany photo: The photo of Lucas and Tiffany (by the pen) reveals no useful information. Looking at it just wastes time.



Computer: Interacting with Lucas's computer also wastes time, as there's nothing on it that is useful to Carla.

As Lucas returns from the restroom, a window opens on the screen's bottom, showing how close he is to his office. Carla must wrap up her search quickly!



When Lucas returns, Carla has no more questions. She thanks Lucas for his cooperation and leaves his office, ending the scene.

BACK TO AGATHA

Day: January 29
Time: 07:12 PM
Location: Agatha's House

LUCAS'S PDA

Agatha asked me to go back to see her today so she could tell me what she knows....

Lucas's Mental-Health Modifiers

Action	Mental Health
Going to Agatha's	+20
See Agatha's dead body	-30
Find the clue	+10



Lucas returns to Agatha's house. She is the only one who seemed willing and able to help him. The anticipation of finding some answers raises Lucas's mental health.



When you're in front of Agatha's house, walk up the steps and open the door to enter.

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To reach Agatha's séance room, walk down the hallway and open the door at the end.



There is nothing else in this part of the house. While Lucas can look at various items in the bathroom and séance room, they just waste time. Return to the main hallway, and go through the door on the right.



However, after Lucas enters the séance room, he realizes something is wrong. The window is open, and someone has just left. Also, the phone is off the hook, and a police dispatcher says a patrol car is on the way.



This room is filled with birdcages. Walking straight ahead from the door, look into one of the cages. There is a piece of paper inside. However, when Lucas tries to open the cage, he finds it locked. He needs a key or something with which to pry it open.



A timer now appears at the screen's top, which shows how much time remains before the police arrive. Lucas must walk over to the table and look down at Agatha on the floor. After checking for breathing and a pulse, Lucas realizes Agatha is dead. This causes him to lose mental-health points since his one source of answers is now silenced.



In the room is a chest with two drawers. Lucas can open either one. However, in the bottom drawer, he finds a bag of birdseed. Pick up the birdseed to see the key inside.



Tarot Card Bonus

Lucas must look for a clue. First go through the door by the window into the bedroom. To the bed's right is a 10-point tarot card.



Alternatively, Lucas can leave the bird room and walk across the hall into the kitchen. There he can pick up a knife from the table and take it back to the bird room to pry open the lock.

Chapter 22: Happy Anniversary

With either the key or the knife, Lucas can now return to the birdcage and open it.



Reach into the cage to pick up the scrap of paper. It is a newspaper clipping from 1928 about a murder similar to the one Lucas committed. Finding this clue gives Lucas some mental-health points.



Now it's time to leave the house. Return to the séance room and head for the window. There Lucas can choose to Escape and hop out the window before the police catch him and think he is responsible for Agatha's death.

HAPPY ANNIVERSARY

Day: January 29

Time: 7:12 PM

Location: Tyler's Apartment

Surprise!

Tyler's Mental-Health Modifiers

Action	Mental Health
Complete dance sequence	+30

TYLER'S PDA

Carla stayed on at the police station to try to find something. I went home for a little rest. I know Sam needs me to spend some time with her at the moment...



The scene opens with Tyler arriving at his apartment. From the bedroom, Sam asks Tyler to preheat the oven and pour some champagne.



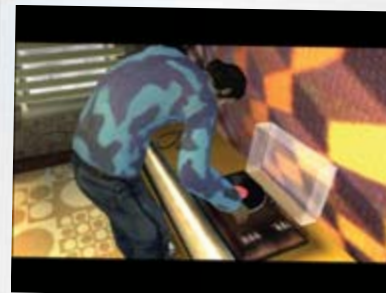
Tyler can complete the first task by interacting with the oven.



The champagne is in the refrigerator. After retrieving the bottle, pour the champagne into the glasses sitting on the kitchen counter.



After Tyler pours the champagne, Sam opens the bedroom door, wearing a revealing black dress. Tyler jokingly pretends not to remember it's their two-year anniversary but follows through with some smooth talk.



Flattered by his compliments, Sam asks Tyler to put on some music. Interact with the record player to play some music.

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Sam wants to dance. This gives way to an interactive sequence. Supply the proper input controls to make Tyler dance with Sam.



Missed or incorrect inputs cause Tyler to step on Sam's foot. These failures restart the dance sequence. There's a definite pattern to the dance inputs: random left tap followed by a down right tap. Repeat.



After Tyler completes the dance sequence, Sam pushes him down onto the couch, resulting in a big boost in mental health.

Eureka!

Carla's Mental-Health Modifiers

Action	Mental Health
Drink water (1st time only)	+5
Use yo-yo (1st time only)	+5
Drink coffee (1st time only)	+5
Martin identifies Lucas	+5
Link first two clues	+10
Investigation solved	+20
Attempt to leave open office space	-5
Yawn	-20 (every 3 min.)

While Tyler enjoys his anniversary party, you control Carla, who is still at the police station, attempting to link evidence to uncover the murderer's identity. In an internal monologue, she mentions that all the clues from Naser & Jones are on her desk and all the clues from the diner are on Tyler's desk.



Fighting Fatigue

Every three minutes, Carla yawns, causing her to lose 20 mental-health points. Replenish some mental health by using the watercooler and yo-yo in her office. She can also get some coffee from the coffee machine in the open office area.



Shortly after taking control of Carla, the phone rings. Pick up the phone to talk to Garret. If Carla grabbed the ballpoint pen in Lucas's office, Garret mentions he sent the fingerprint analysis to Carla's computer. Also, if Carla saw the taxi outside the diner, Garret says the taxi company faxed a list of destinations. Carla can now interact with these two new pieces of evidence.



Not long after Garret calls, Martin stops by to chat. If Lucas saved the boy from the pond (in the "Confession" chapter), Martin relates the story to Carla. He apologizes for not saying anything earlier, but Carla takes no offense. Martin says he'll be around in the open office area filling out some reports. He tells Carla to let him know if he can help with anything.

Chapter 22: Happy Anniversary

Eyewitness Testimony



After Martin visits Carla, she can wrap up the investigation by taking him the photo of Lucas from the Naser & Jones personnel file; it's on the back of Carla's desk, near the fax machine. Martin immediately recognizes Lucas as the man from the diner. Carla gets mental-health points for showing Martin the photo and completing the investigation. Linking more evidence is not necessary. Carla can call Tyler to end the scene.



Tarot Card Bonus
A 20-point tarot card is on a table near the coffee machine in the open office area.

CAUTION

If Carla attempts to leave the open office space, she loses 5 mental-health points.



Linking the Evidence

Locating the Evidence

Evidence	Location
Ballpoint-pen fingerprints	Carla's computer
Bookmark	Tyler's desk
Composite sketch	Tyler's bulletin board
Diner fingerprints	Tyler's desk
Naser & Jones personnel file	Carla's desk
Photo of Lucas	Carla's desk (N & J file)
<i>Richard III</i>	Carla's desk
Stock-quotes paper	Carla's desk
Taxi list	Fax machine
Telephone list	Tyler's desk
<i>The Tempest</i>	By Tyler's basketball



Carla can also implicate Lucas by linking two pairs of evidence. To do this, she must first pick up one object and choose the Memorize option. She must then pick up a corresponding piece of evidence and choose the Link option. Carla's voice-over reveals if there's a logical connection between the two objects. There are seven possible connections:



Bookmark/stock-quotes paper: The bookmark from Lucas's book matches the piece of paper Carla or Tyler took from his office at Naser & Jones. To make this connection, Carla or Tyler must have found the paper while in Lucas's office.

TIP Carla must stand behind her chair to pick up the paper from her desk.



The Tempest/Richard III: In order to make this connection, Carla or Tyler must have found the copy of *Richard III* at Naser & Jones. Marcus wrote identical inscriptions in both books.

Fingerprints from diner/ballpoint pen: The fingerprints from the ballpoint pen retrieved from Lucas's desk at Naser & Jones match the prints from the diner. But this link is only possible if Carla or Tyler grabbed the pen at the bank.



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Taxi list/Naser & Jones personnel file: Establishing this link is possible only if Lucas took a cab home after the murder and if Carla spotted the cab in the street during the diner investigation.



After Carla has either two sets of matching evidence or a positive ID from Martin, she must call Tyler to tell him the news.



Composite sketch/Naser & Jones personnel file: The composite sketch must rank as Very Similar in order to match it to Lucas's employee photo in the Naser & Jones personnel file.

Interruption

Tyler's Mental-Health Modifiers

Action	Mental Health
Hasty departure	-20

Telephone list/Naser & Jones personnel file: If Lucas called Marcus on the diner's pay phone, Marcus's number shows up on the phone list. Carla can match this to Lucas's family contact information from the Naser & Jones file. But Carla must have requested the phone list back at the diner; otherwise, the list is unavailable in this scene.



Tyler and Sam are still on the couch when Carla calls. Tyler must move Sam aside so he can get up and answer the phone.

Tyler's phone is next to the record player. When he answers it, Carla tells him they have enough evidence to arrest Lucas Kane for the murder in the diner—they must make their move tonight.



The Tempest/Naser & Jones personnel file: Carla makes this connection by linking Marcus's inscription in the book to the family contact information in the personnel file. These pieces of evidence are always available.



When Tyler tells Sam he has to go out, she's furious. He does his best to calm her down, but he still loses a significant amount of mental health when he leaves Sam behind in the apartment.

TIP To maximize the amount of mental-health points Carla can earn, match one set of evidence in the office (10 points), then bring Martin the photo of Lucas (5 + 20 points).

Chapter 23: Confrontation

Bloody Washing

Day: January 29
Time: 7:48 PM
Location: Outside Agatha's House

LUCAS'S PDA

Agatha is dead. I think her murderer knew I was going to go there and tried to have me arrested by the police. The more I advance in this thing, the more I feel I'm a nuisance to someone who wants to get rid of me by any means available.

NOTE

This is a noninteractive cutscene. No control inputs are necessary.



After escaping Agatha's house, Lucas experiences another vision. He sees a laundry somewhere in the city.



The mysterious man from the diner approaches the front door—Lucas sees through his eyes. When an employee approaches, he puts him in a trance, just like he did to Lucas.



Now Lucas sees through the eyes of the possessed employee. The employee approaches a woman at the back of the store—she's talking on a phone. As he gets closer, he attacks the woman.

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The vision concludes with another sighting of the little girl. Who is this girl? What's the connection?

CONFRONTATION

Day: January 29
Time: 08:03 PM
Location: Lucas's Apartment

CARLA'S PDA

This time we've got him. We've worked out every detail of the operation. This time he can't escape. Tyler and I decided to go up to his apartment alone....

Carla's Mental-Health Modifiers

Action	Mental Health
Going to Lucas's apartment	+30
Missed Lucas	-20



Carla and Tyler are taking the elevator up to Lucas's 14th-floor apartment. Police are on the street below, but it is just the two of them going to arrest Lucas.



Carla must walk to the first door on the right. Tyler is waiting for her there. Carla can then bust open the door and move in to get Lucas.

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The apartment is filled with satanic drawings and text. It looks like the place where a deranged serial killer might live. However, the living room area is clear.



There are two other doors leading from the first large room. Carla can bust through them to see if Lucas is hiding from them.



The door to the right after entering the apartment leads to the bathroom. It is empty.



Have Carla try the other door. She finds the bedroom empty as well.

The disappointment of failing to catch Lucas at his apartment causes Carla to lose some mental-health points.



After exiting the bedroom, Carla calls down to the rest of the police, informing them that the apartment is empty.



Lucas

LUCAS'S PDA

Agatha's dead, and with her my last chance of understanding what's happening to me.

I don't know what to do. I'll just go home and try to find the courage to continue....



The scene changes to the snowy streets below Lucas's apartment. Lucas is on his way home.



When Lucas arrives at the doors to his building, he has a vision where he sees Carla and Tyler in his apartment. Why are there satanic symbols everywhere inside?

Chapter 23: Confrontation

Lucas decides he better get away. However, when he turns around, three police officers have their guns drawn and aimed right at him.



Since Lucas is in no mood to rot away in prison, he has to get away from the police. This begins a directional-input action sequence. The first series allows Lucas to take care of the three police officers covering him.



In the next series of action sequences, Lucas must charge two police officers across the street, dodging and ducking bullets as they shoot at him.



Suddenly it is a full-fledged police chase, complete with a helicopter.



Continue passing action sequences to dodge traffic coming down the street toward you and to grab on to the helicopter's landing skid. This action requires rapid repetitive inputs to hold on for the ride.



Lucas jumps down from the helicopter onto a moving vehicle. You must pass an additional action sequence to jump up onto a bridge that a vehicle passes under. From there, Lucas jumps up onto a train and makes his getaway.

Carla, Tyler, and the rest of the police look on, dumbfounded. How was Lucas able to pull off an escape like that?



Captain Jones Is Really Angry

Day: January 29
Time: 08:03 PM
Location: Lucas's Apartment

NOTE

After the confrontation, you can go to the next scene as either Carla or Tyler. No matter who you choose, the scene acts out the same way with the same options. The only difference is whose PDA you can access.

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CARLA'S PDA

Nothing worked out as I thought it would. Lucas Kane's apartment is empty. No doubt that he's guilty: his apartment looks like a psychopath lives there, pentagrams and candles all over the place. I don't know how he did it, but he managed to escape from five police officers, stop dozens of cars, and disappear as if by miracle in the subway.

We may have underestimated Lucas Kane. I want to get him whatever it takes.

TYLER'S PDA

Let's be honest: we blew it! Nothing happened the way it was supposed to. Lucas Kane managed to escape and all we could do was watch.

This guy can do some really crazy stuff. I saw him jump at least ten yards from the top of a truck to the subway bridge. The manhunt is on.

Carla's Mental-Health Modifiers

Action	Mental Health
First reprimand	-5
Second reprimand	-5

Tyler's Mental-Health Modifiers

Action	Mental Health
First reprimand	-5
Second reprimand	-5



Captain Jones has called Carla and Tyler into his office. He is not very happy about Lucas getting away.



During the dressing down, Jones asks for explanations for their failure. At two different points, either Carla or Tyler can respond.



Whoever responds loses mental-health points for being reprimanded. Either one can take both hits or Carla and Tyler can share the pain. Finally, Captain Jones asks what the two of them plan on doing now to get Lucas. Either can answer without fear of taking a hit this time around.

As Carla and Tyler leave Jones's office, they learn that there has been another murder—this one at the laundry. Crime-scene investigators are there waiting for Carla and Tyler.



FALLEN ANGELS

Day: January 30
Time: 07:56 AM
Location: St. Paul's Church

Agatha Is Back

LUCAS'S PDA

I found a place to rest in Marcus's church. I'm cold and exhausted. I'll wait for Marcus to come, then decide what to do....

Chapter 24: Fallen Angels

The Angels



The morning after the confrontation, Lucas finds himself in a church. The first action Lucas can perform is to Wake Up.



When he wakes up, Lucas stands and walks around a bit, trying to get his bearings. How did he end up here?



When Lucas turns around, he sees Agatha seated near the church's front. Lucas automatically begins a conversation with Agatha.

Lucas/Agatha Conversation Topics

- | | |
|----------|----------|
| · Murder | · Who |
| · Why | · Vision |

Lucas has four options for the conversation. No matter which one you choose, there's only enough time for Lucas to ask two questions. Something is up, and Agatha warns Lucas to get away, ending the conversation.



Looking up toward the church's ceiling, Lucas sees a couple of ghost-like angels emerging from the statues. However, they are not here to help Lucas.



An action sequence begins where Lucas must dodge the evil angels' diving attacks. To do this, follow the directional inputs shown on the screen. Correct inputs and timing prevent the enemies from hitting Lucas.



After a few dodges, the action sequence requires repetitive inputs as Lucas runs toward the back of the church, trying to escape. However, he must dodge more attacks using the directional inputs again.



As the action sequence continues (and as an angel carries Lucas), you must alternate between repetitive inputs and directional inputs. After the angel releases Lucas, he must jump and dodge angelic dives until he reaches the church's front door.

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Brother-to-Brother Talk

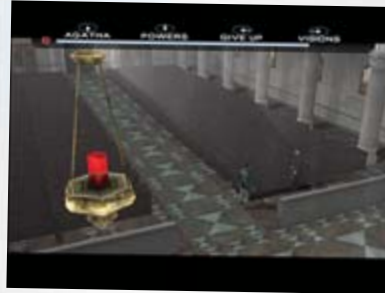


After Lucas escapes from the angels and returns to reality, he finds himself with his brother Marcus. The two begin a conversation.

Lucas/Marcus Conversation Topics

- | | | |
|----------|-----------|----------|
| · Agatha | · Give Up | · Lucas |
| · Powers | · Vision | · Marcus |

Once again, Lucas can choose from four options for the conversation; and as before, there is enough time to ask only two of the questions.



At the conversation's end, there is a choice between Lucas and Marcus. Select one of them to determine whose thoughts you hear as Lucas leaves the church.

NOTE

While the choices you make during the conversations do not affect the game's flow, they do add to the story line. To get all of the information, you must play this scene twice—selecting different options each time.

SOAP, BLOOD, AND CLUES

Day: January 30
Time: 07:56 AM
Location: The Laundromat

On the Scene



Carla and Tyler have been called to investigate two murders at a Laundromat. The two drive up in Tyler's car and get out.



After exiting the car, Carla walks across the street. Tyler tells her that he is headed inside the Laundromat. Meanwhile, Carla talks to Garret to get some information on the crime scene.

Carla/Garrett Conversation Topics

- | | |
|-----------|---------|
| · Victims | · Kane |
| · Trail | · Clues |



Carla has four options while talking to Garret. However, during the conversation, Carla can ask only two of the questions.

After the conversation, Carla enters the Laundromat and begins the investigation with Tyler.

Chapter 25: Soap, Blood, and Clues

Inside the Laundromat

CARLA'S PDA

Two new murders have been reported in a Laundromat. The method resembles the way Lucas Kane operates. Tyler and I are going to see if we can find any clues to put us back on his tracks.

TYLER'S PDA

Two new murders in a Laundromat. No witnesses, no motive. One of the victims was stabbed three times in the heart. It looks like Lucas Kane's work. Carla and I are going to the scene of the crime to see if we can find any clues that might put us back on his track...

Carla's Mental-Health Modifiers

Action	Mental Health
Sees Jose's wrists	+5
Sees bloodstain near toolbox	+5

Tyler's Mental-Health Modifiers

Action	Mental Health
Examines Jose	+5
Examines Anita	+5
Examines the phone	+5

Carla and Tyler need to complete several things while in the Laundromat. They have two victims to examine and other clues to discover to help them determine what happened and who might have committed the crime.

Carla Looks Around



Jose's body: Carla begins by walking over to the first victim located near the door. She must examine Jose to see if she can find any clues. She notices that he has been stabbed through the eye, which caused him instant death.



Jose's wrists: While still examining Jose, Carla can look closer at his wrists. They have been cut in the form of a two-headed snake. Carla hypothesizes that perhaps Lucas Kane cut his own wrists, thus leaving his blood behind in the diner bathroom. Noticing the wrist earns Carla some mental-health points.



Bloodstain on floor: Next, as Carla walks over to the next victim, she sees a bloodstain on the floor. The killer must have been bleeding.



Anita's body: Carla also examines Anita. She notices that this victim was killed in the same manner as the first victim in the diner.



Toolbox: As Carla returns to the entrance, have her look at the toolbox. She notices that the knife in Jose's hand matches the other tools in the box. In addition, she gets a boost to her mental health.



Blood by entrance: Finally, Carla can examine the bloodstain by the toolbox. Did the killer cut himself before he committed the murders?

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Tarot Card Bonus
Laundry cart: The laundry cart on the side of the room opposite the bodies contains a +10 tarot card. Walk by and pick it up.

Tyler Looks for Evidence

Have Tyler walk around and examine the crime scene, even though Carla has already done this. Four eyes are better than two.

Jose's body: When Tyler examines Jose's body, his mental health increases.



Anita's body: Tyler can also look at Anita's body. He determines that the victim would have seen her killer just before she was attacked...and could get some help. This action also earns Tyler some mental-health points.



Pay phone: There is a pay phone near Anita's body; the receiver is off the hook. After examining it, Tyler hears the dial tone—Anita never had a chance to dial a number. Tyler's mental health increases more.

Washing machine: Though not necessary, Tyler can look into the washing machine; Anita's clothes are now clean.



Keys in the door: As Tyler returns to the entrance, he sees keys in the lock on the inside of the door. If the door was locked from the inside, how did the killer escape? Or did he?

Time to Go



After Carla and Tyler examine all that they can, have them talk to each other to see if both have completed their investigation.



The murder scene at the Laundromat creates more questions than answers. Carla and Tyler have a lot more to think about now.

THE FUGITIVE

Day: January 30
Time: 02:14 PM
Location: Tiffany's Place

Street in Soho



Lucas must find some shelter and some food. He begins on a snowy residential street. To reach Tiffany's, Lucas must turn right at the first corner and continue down the sidewalk.

Chapter 26: The Fugitive

LUCAS'S PDA

I absolutely have to find somewhere with some heat, some food, and a place where I can rest for a while. Tiffany's apartment is the only place where I might be able to rest for an hour or two. I have a vague memory of where she lives.

Lucas's Mental-Health Modifiers

Action	Mental Health
Look at tramp	-5
Look at crow	-5
Fall from drainpipe	-10
Open window	+10

Along the way, Lucas sees a tramp. If he stops to talk to him, Lucas actually loses mental-health points as he begins to think that all homeless people are watching him.



Tarot Card Bonus

If Lucas crosses the street by the tramp, he finds a 20-point tarot card by the newsstand.



As he approaches Tiffany's apartment, Lucas has a vision alerting him to the police waiting outside the apartment. If he continues on, the police arrest him. There must be another way in.

The Alley



Turn around and walk back the way you came. Off to Lucas's left is a chain-link fence he can climb. This starts an action phase as he gets over this first obstacle.



Lucas must hop over a second fence, which also requires another action phase. When Lucas is over the fence's top, walk straight ahead. If he looks at the raven on the wall, he loses mental-health points.



As Lucas approaches the wall's corner, he sees two police officers blocking his way down the alley. Lucas automatically crouches down to hide behind the wall.



While waiting at the wall's corner, Lucas watches the police officers and waits until they turn, looking at each other instead of in Lucas's direction. This gives Lucas enough time to move directly across the alley to a corner with a drainpipe.

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Lucas must climb up the drainpipe using a similar action sequence as he did to get over the fences. If he falls, he must start over again.



Tiffany's apartment is on the left. Lucas can try to open one of the windows using repetitive inputs. If he opens the window this way, he receives additional mental-health points.



At the top, Lucas must move along the ledge. He has a limited amount of time to do this—a timer bar at the screen's top shows the remaining time. As he makes his walk above the police officers, Lucas must pass three separate directional-input sequences. If he fails any of these sequences, Lucas falls and is caught.



Brick: If Lucas can't open the window, there's a brick farther down the alley. He can pick it up and use it to break a hole in the window, allowing him to reach in and unlatch it.



Now Lucas must climb down another drainpipe. If he falls this time, he loses mental-health points.



Lucas can now climb through the window and enter Tiffany's apartment.

As Lucas walks down the alley, away from the police officers, he comes upon a third chain-link fence that he must climb over.



Inside Tiffany's Apartment

Tiffany's apartment consists of four rooms—bedroom, living room, kitchen, and bathroom. Lucas starts off in the bedroom. He needs to get some rest, find something to eat, and look for hiding places in case the police show up.

Chapter 26: The Fugitive

Lucas's Mental-Health Modifiers

Action	Mental Health
Sleep	+10
Listen to TV (intentionally)	+10
Listen to TV (unintentionally)	+5
Eat peanut butter	+5
Eat sandwich	+5
Drink milk	+5
Kiss Tiffany	+10
Listen to answering machine	-20
Fail search action sequence	-10
Tyler leaves	+10

TIP

There are many things Lucas can do in the apartment to gain mental-health points. A good plan is to sleep, watch TV, then eat. This allows Lucas to maximize his points earned.

Bedroom



Bed: Upon entering the bedroom, Lucas can lie down and sleep for a bit. This boosts his mental health. During the police search, Lucas can hide under the bed. However, this is one of the first places Tyler looks, so find another hiding spot.



Wardrobe: During the police search, Lucas can hide in the wardrobe. The police will not check this location.



Window: During the search, Lucas can climb out the window and hide outside the apartment until Tyler leaves. Tyler won't think to look out the window for Lucas.

Living Room

When Lucas first enters the living room, he must pass a directional-input action sequence. If he passes it, he has a vision of Tyler coming to search Tiffany's apartment. This gives Lucas a warning of things to come.



TV remote: After the action sequence, have Lucas walk to the TV remote and turn on the TV. He gets some news about himself and about a Mayan exhibit at the museum. This also gives him a good increase in mental-health points. If he waits to turn on the TV until after other actions, the TV turns on automatically. However, Lucas gets only half the mental-health points.



Curtain: This is another hiding spot. However, don't use it since Tyler will check such an obvious place.



Table: The table with the drop cloth and paint buckets on top is a good spot to hide. Tyler will not look under this spot.

Kitchen



Answering machine: The answering machine is located on the kitchen counter. If Lucas listens to the messages, he loses 20 mental-health points.

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Tarot Card Bonus

Left cupboard: Look in one of the cupboards on the kitchen's left side to find a 5-point tarot card.



Peanut butter: When Lucas opens the cupboard on the right, he finds a jar of peanut butter. Eating this increases his mental-health points.



Fridge: Open the fridge to find more food to eat.



Sandwich: Eating the sandwich gives Lucas more mental-health points.



Milk: Lucas can wash the sandwich down with some ice-cold milk—and gain some needed mental-health points.



Newspaper: Near the front door, Lucas can pick up a newspaper. It looks like he's made the front page.

Bathroom

In the bathroom, in-between the sink and the shower, pick up a crucifix to gain an extra life.



Shower: After the police show up at the door, Lucas can hide in the shower. This is a good spot since Tyler will not look here.

Tiffany and Tyler



After a while, Tiffany arrives at her apartment. When this happens, Lucas cannot sleep or eat anymore. If their last meeting ended well, Lucas can kiss Tiffany, increasing his mental-health points. However, their conversation will not last very long before someone knocks at the door.



Tyler and a police officer are at the door. Tiffany delays them, giving Lucas a bit of time to hide. The meter at the screen's top shows how much time Lucas has remaining in which to hide. Lucas can hide in six of the previously mentioned places. However, behind the curtains and under the bed are poor choices; the police will find Lucas if he hides there.



When Lucas is hidden, or when the timer runs out, Tiffany opens the door, and Tyler asks her some questions. Tyler enters the apartment and begins a search. During the search, Lucas must pass four directional-input action sequences. If Lucas fails one, he coughs and makes Tyler suspicious. Lucas also loses some mental-health points. If Lucas fails a second sequence, Tyler finds and arrests him. Game over.



However, if Lucas passes all but one of the sequences, Tyler will not find him and will leave. Due to the relief of being safe for a little longer, Lucas earns some more mental-health points, and the scene ends.

JANOS

Day: January 30
Time: 02:14 PM
Location: Bellevue Asylum

Interview with a Murderer



Carla's investigation next takes her to the Bellevue Asylum, where she must interview a murderer who has connections to the recent murders.

CARLA'S PDA

Based on the information Sergeant Mitchell gave me, I managed to find Anton Janos, the killer who seems to have followed exactly the same ritual as Lucas Kane. He went crazy after the murder. He's been locked up in the maximum-security wing of the Bellevue Asylum ever since. I decided to go and question him....

Carla's Mental-Health Modifiers	
Action	Mental Health
Enter the cell area	+10
Talk to Janos	+10
Power goes out	-20




While talking to the guard in the control room, the lights dim. The guard mentions that the power has been going out due to the extremely cold weather. However, the asylum has a backup generator. The guard then escorts Carla to the cell area and lets her in.



When Carla enters the cell area, she receives a mental-health boost. The cell area consists of one main corridor intersected by two perpendicular corridors. Carla must walk down the main corridor where she begins, past the first intersection and through another security door.

Tarot Card Bonus

If Carla walks to the main corridor's end, she finds a 10-point tarot card.




Carla must turn right at the second intersection and continue to the end. Another guard is waiting for her there. After talking to him, Carla can enter the cell.

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Upon entering the cell, walk over and look at the drawings on the wall. By noticing them now, Carla gets a bit more information during the interview.



Carla/Janos Conversation Topics

- | | | |
|-----------|--------------|-----------------|
| · Vision | · Leave | · Other Murders |
| · Kirsten | · Not Crazy | · Links |
| · Picture | · Who | · Murders |
| · Sorry | · Laundromat | |
| · Insist | · Why | |



Carla approaches the vacant chair and begins talking to Janos. She starts with four different options. No matter which question she asks, Janos gives the same response. The second conversation round has three more options. Once again, Janos's response is the same no matter what Carla says. However, Carla does receive some mental-health points for her effort.



Carla has three options for the third round, and she can ask two of these questions before going on to the next round. From this point forward, it does not matter which questions Carla asks since Janos gives the same answers.



After the interview is over, Carla can exit the cell. If she looked at the drawings at the beginning, Janos explains their meaning as she leaves. When Carla is outside the cell, the guard talks to her.



However, before he can say much, the power goes out in the asylum. Carla hears clicks throughout the area as the cell doors unlock, releasing inmates into the corridors. This is a high-security area, so running into these inmates means death for Carla. In addition, Carla's mental health takes a big drop.

Now Carla must leave the cell area alive. To do this, she must control her breathing as she moves toward the exit. A breathing bar appears once the lights go out. While walking forward, use alternating inputs to keep the slider in the center of the bar. It slowly moves to the right while inputs move it to the left. If the indicator reaches either end of the bar, Carla panics, ending the game.



Keep moving forward until Carla gets a warning and sees an inmate moving past her. She must stop moving and breathing until the coast is clear. This is the intersection. Carla must turn left and follow the left wall. Another inmate passes Carla to the right. If she stops moving and breathing until he passes, she will be fine.



Chapter 28: Meeting Kuriakin



When Carla is past the security door in the middle of the main corridor, the power comes back on. Now Carla can see the inmates and must run for the control-room door as fast as possible.



When she reaches the door, the guard opens it and lets her in. Now that she is safe, Carla can catch her breath and ponder what she has learned from this experience.

MEETING KURIAKIN

Day: January 30

Time: 07:31 PM

Location: Museum

Mayan Exhibit



In order to shed more light on the mystery surrounding himself, Lucas goes to the museum to learn more about Mayan history and how it might involve him.

LUCAS'S PDA

I have to meet this specialist on the Mayan religion, Professor Kuriakin. He'll be able to tell me more about Quechnitlan. I used false pretenses to get an appointment to see him. I'd better be careful. I'm public enemy number one on the front page of all the newspapers...

Lucas's Mental-Health Modifiers

Action	Mental Health
Helped by Kuriakin	+20
Denounced by Kuriakin	-20
Kuriakin	-20



At the scene's start, Lucas speaks with the security guard at the Mayan exhibit's entrance. The guard tells Lucas that Dr. Kuriakin has been expecting him.



Lucas can now walk into the room and look at several of the various artifacts. Many depict human sacrifice and the Mayan religious beliefs.

Tarot Card Bonus

After entering the room, turn left and head toward the room's corner. Near a display is a 5-point tarot card.



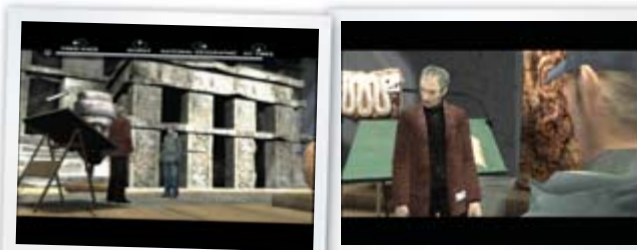
Dr. Kuriakin is standing next to a table with his back to the entrance. Walk over to him and start a conversation.

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Lucas/Dr. Kuriakin Conversation Topics

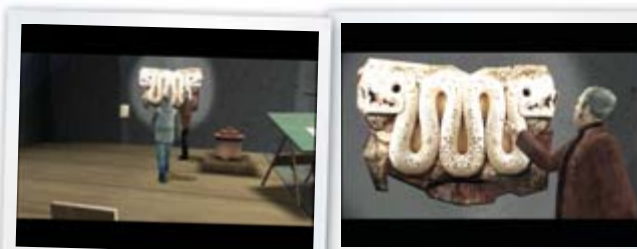
- | | | |
|-----------------------|----------------|-----------------|
| · Freelance | · Other World | · Conclusion |
| · Invent | · Thoughts | · Executioner |
| · National Geographic | · Serpent | · Lie |
| · NY Times | · Oracles | · Truth |
| · Joking | · Sacrifices | · Trust |
| · Avoiding | · Oracle Kills | · Show Forearms |
| | · Ritual | · Visions |



After Lucas introduces himself as a journalist, Dr. Kuriakin asks what paper he writes for. Lucas has four options. However, if he does not answer in time, Dr. Kuriakin becomes suspicious. The best answer is NY Times, because it causes the least amount of suspicion. No matter which Lucas chooses, he must pass a directional-input sequence to keep Kuriakin's suspicion down.



Dr. Kuriakin asks Lucas if he's seen him before. If Lucas tries to avoid the question, Kuriakin gets suspicious. Therefore, Lucas should make a joke.



Dr. Kuriakin heads over to a relief of a two-headed snake. Follow him over to the artifact to continue the conversation.



After Kuriakin explains the symbolism found in the artifact, Lucas has three choices for continuing the conversation. The best choice is Thoughts, and then either Other World or Serpent. These two options both provide similar information.

The next conversation round gives Lucas two choices. If he selects Oracles, he gets more information to further the story line.



Dr. Kuriakin now heads over to another artifact; follow him to continue the conversation. For the first topic choice, it does not matter what Lucas selects. However, for the second topic choice, select Executioner for more details.



By this time, Dr. Kuriakin realizes that Lucas is not who he claims to be. When given the choice, Lucas should tell the truth rather than lie. After that, select either Show Forearm or Visions to get Dr. Kuriakin firmly on his side.

Chapter 29: Mayan Secrets

Since Dr. Kuriakin now believes Lucas, he asks Lucas to follow him out the employee exit so he can talk to him further. Lucas must head out the exit to the parking garage.



Parking Garage



As Lucas and Dr. Kuriakin walk out into the parking garage, a car comes racing toward them. This starts a directional-input action sequence.



If Lucas passes the first sequence, he jumps out of the car's way. However, Dr. Kuriakin is not so lucky.



The danger is not over. More cars come after Lucas, requiring both directional and repetitive sequences that you must pass in order for Lucas to survive.



After successfully avoiding all the cars that are trying to kill him, Lucas finally has a chance to check on Dr. Kuriakin. Unfortunately, the doctor did not survive, and this source of information comes to an end.

MAYAN SECRETS

Day: January 31
Time: 04:59 AM
Location: Unknown

The Oracle

Lucas wakes up and finds himself in a jungle somewhere. This certainly isn't where he fell asleep.



LUCAS'S PDA

I wake up in the jungle....



A man in a strange costume is walking around Lucas. It is the Oracle. Lucas begins a conversation with him.

Lucas/Oracle Conversation Topics

- Chromo
- Die
- Me
- Visions

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PRIMA OFFICIAL GAME GUIDE

Lucas can choose from four different questions. After asking the first, he can ask only one more of the remaining three. During the conversation, the Oracle tells Lucas that one of them must die—and that one is Lucas.



The Oracle conjures up a jaguar out of the clay. This is to be the instrument of Lucas's death. It also starts an action phase. Lucas must pass a series of directional-input action sequences. As he completes these, he can jump over roots, duck under branches, and keep running away from the jaguar.



The jaguar eventually catches up to Lucas. However, just as it is about to pounce on Lucas, the jaguar is halted in midair. Agatha has saved Lucas and gives him a warning.

The Clan

Day: January 31
Time: 07:21 PM
Location: Unknown

LUCAS'S PDA

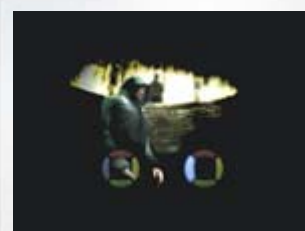
The Oracle appeared to me. I was in the jungle, near this old Mayan temple. He said I have the "Chroma." I have no idea what he means. He tried to kill me again. Agatha intervened in the nick of time. She told me to find the little girl from my visions. The Oracle is looking for her. I have to find her before he does.

Lucas is lying in a bed. However, he is having a vision. Lucas sees the Oracle reporting to some group. In order to keep the vision open, Lucas must complete a series of directional-input action sequences. If Lucas is successful, the vision plays out to its conclusion.



Lucas learns that the Oracle is part of the Orange Clan. It seems that they are concerned about Lucas having the Chroma and about the existence of another clan.

If you fail the action sequences, the vision slowly fades away. However, the vision only helps further the story. Whether Lucas sees the entire vision or not does not affect later scenes.



DANGER AND UBIQUITY

Day: January 31
Time: 09:01 PM
Location: Sleazy Motel

NOTE

in this scene, there are three different things going on simultaneously. During this, you can control three characters at different times.

Lucas

LUCAS'S PDA

I found a safe place to hide in this seedy hotel. I'm not going to stay too long, just long enough to get some sleep and think about what to do next....

Chapter 30: Danger and Ubiquity

Lucas's Mental-Health Modifiers

Action	Mental Health
Vision of Marcus	-10
Marcus saved	+30
Marcus dies	-60
Escape from Carla and Tyler	+20
Phone call from the Oracle	-20

Lucas awakes from sleep after having a vision. In it he sees Marcus in the church—and the Oracle is coming toward him. Lucas loses some mental-health points due to the vision.



A timer appears at the screen's top, which shows how much time Lucas has to warn Marcus of the danger at the church. Walk over to the bed's other side to phone Marcus.



Phone: Lucas must reach the phone and call the church to tell Marcus to get away from the Oracle. If he does not make the call before the timer runs out, Marcus dies.



Window: Lucas can open the window, but this only wastes time.



TV remote: The TV remote is near the phone. You can use it to turn on the TV and watch it for a while, but this, too, just wastes time.

Door: If Lucas tries to open the door, he receives a vision that shows Carla and Tyler out in the hallway. If Lucas continues to go out the door, Carla and Tyler catch him.



Marcus

The scene now switches to Marcus at the church. He sees a person approaching at the same time he hears the phone in his office ring.



Marcus/Oracle Conversation Topics

- Telephone
- Talk

Marcus must decide whether to answer the phone or talk to the Oracle. The Telephone choice is the best. If Marcus decides to talk to the Oracle, the Oracle kills him, and Lucas loses a lot of mental-health points.



After deciding to answer the phone, Marcus must walk to the left toward his office door. In his office, Marcus can pick up the phone to talk to Lucas.

Lucas/Marcus Conversation Topics

- Explain
- No Time
- Oracle

Lucas has three choices for the conversation. However, since the Oracle is coming for Marcus, No Time is the only way to save Marcus's life; the other selections take too long, and the Oracle will kill Marcus.



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After Lucas warns him, Marcus must move to his office door and quickly lock it before the Oracle can enter. The bar at the screen's top shows how much time Marcus has remaining. After Marcus locks the door, he is safe, and Lucas earns some mental-health points.

Carla

CARLA'S PDA

I went to question Anton Janos in his cell in the Bellevue Asylum. He's completely out of his mind. He rants on about some secret caste, something or other to that effect.

I would have concluded that he was of no use to my investigation...except that he knew about the Laundromat killings. He gave me details about what happened there that he couldn't have possibly have known. Unless he was present at the murder.

Carla's Mental-Health Modifiers

Action	Mental Health
Beginning of scene	+30
Missed Lucas again	-30

Carla and Tyler arrive at the hotel after receiving a tip that Lucas is in room 369. Carla is excited to finally catch her suspect and receives a mental-health boost.



After the Lucas and Marcus sequences, Carla and Tyler are ready to enter Lucas's room and arrest him.



Carla can walk over to the door and bust it open. Inside are a couple of people—neither of them are Lucas. Wrong room. As they leave, Carla notices that the third numeral on the door was a 6 that had flipped over to look like a 9. The real room 369 is on the left at the hall's end. Carla must walk down there to finally arrest Lucas.



Unfortunately, Carla and Tyler are too late. Lucas is gone. The disappointment of missing Lucas again costs Carla all of the mental-health points she gained at the scene's beginning.

Lucas

However, Lucas is just outside the window, hiding.



After Carla and Tyler leave, Lucas climbs back into the hotel room and earns some mental-health points for avoiding being arrested.

Chapter 31: Fate On Russian Hills



The phone rings. Lucas can walk over and pick it up. Maybe it's Marcus. However, when Lucas answers it, he hears Tiffany's voice. She is in trouble. The Oracle then comes on the line and tells Lucas to hurry or Tiffany will die. Of course, the stress of this call costs Lucas some mental-health points.

FATE ON RUSSIAN HILLS

Day: January 31
Time: 10:13 PM
Location: The Fun Fair

Rescue Tiffany

LUCAS'S PDA

The Oracle has kidnapped Tiffany. She's at the old fun fair. I know it's a trap. They're gonna try to kill me. But what else can I do? Anyway, it's time the whole thing came to an end...



Lucas arrives at the fun fair. Tiffany is being held at the top of the roller coaster. Lucas must release her before the Oracle kills her.

Lucas's Mental-Health Modifiers

Action	Mental Health
Save Tiffany	+20
End of level	-95



At the start, turn to the right and run past the first carnival stand and to the right of the stand at the walkway's end.



On the snow in the corner between the carnival booth and the fence, Lucas finds a crucifix that gives him an extra life.

Turn around and head back toward the entrance. Lucas can stop and look at the tramp sitting next to an old building. The tramp sure looks familiar.



Tarot Card Bonus

Now move Lucas toward the carousel. Look near the old stand to the carousel's left to find a 20-point tarot card.

Lucas must now head to the roller coaster. Turn right at the carousel to reach the ride. However, there is no car to take him to the top.



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PRIMA OFFICIAL GAME GUIDE



Lucas must enter the control room through the side door and use the lever.



This action brings a roller-coaster car down the track; it stops at the boarding area.



Lucas can now walk over to the car, climb in, and pull down the safety bar.



The car automatically takes Lucas to the top of the roller coaster, where Tiffany is being held.

Raise the safety bar to exit the car. Lucas sees Tiffany, who is tied to a post on an elevated platform.



A narrow board leads from Lucas's platform to where Tiffany is tied up. Lucas can walk to the board and try to walk across to Tiffany.



An action sequence commences as Lucas steps onto the board. Using left and right inputs, Lucas must keep his balance or fall to his death below.



After Lucas makes it across, walk behind Tiffany and untie the ropes binding her. Freeing Tiffany gives Lucas a mental-health bonus.



However, the Oracle has set a trap for Lucas. The Oracle stands on the opposite platform, blocking Lucas and Tiffany from returning to the roller-coaster car.



The Oracle raises his hands and causes Lucas and Tiffany's platform to sway and then crash to the ground below, sending the two to their deaths. As a result, Lucas loses almost all of his mental-health points.

CHILD'S PLAY

Day: February 1
Time: 09:40 PM
Location: Unknown

Get to the Hangar

LUCAS'S PDA

I have to get past the watchtowers and the patrols to reach the secret hangar.

Chapter 32: Child's Play



This scene is a flashback to when Lucas and Marcus were kids. Both are asleep in their bedroom. Lucas wakes up to start the scene.



Jump down from the top bunk and wake up Marcus, who is asleep in the bottom bunk.

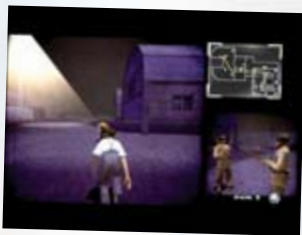


The two boys want to see what is in the secret hangar on the nearby military base. Therefore, Lucas must climb out the window. Marcus follows him.

A map now appears on the screen. This shows the boys' location and the route they must take to reach the hangar. Lucas leads Marcus. Start off by taking a right at the corner of their building.



When the boys reach the end of the first building, they must stop. There are two soldiers around the corner to the right. Wait until the soldiers look in the boys' direction twice, then rush across to the next building before the soldiers see them.



NOTE

if the soldiers catch the boys, you end up back at Lucas and Marcus's room or to the last save spot. The boys can then try again to reach the secret hangar.

When the boys reach the end of the second building, find a hiding spot from the soldier who is straight ahead and coming in their direction. A good place to hide is by the jeep.



After the soldier passes the boys' hiding spot, Lucas and Marcus must continue past the third building and turn right, following the yellow trail on the map. At the end of the building near the map's center, they must stop, or a soldier on patrol near the central guard tower will spot them.



The boys need a distraction. Either Lucas or Marcus can head back to the corner of the building where they just made the right turn—at the map's bottom. When the boy gets there, he can pick up a rock and throw it toward a soldier. This causes the soldier on patrol in the map's middle to move away from his post. The boy must then return to where his brother is waiting.



One at a time, the two brothers must move across the central area. They must veer left a bit to avoid the spotlight. The first boy should wait near the building on the opposite side until his brother makes it across.

When the two brothers are together again, follow the path on the map, between the two buildings, to a rock they can hide behind. There is another soldier blocking their way.



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If they can get the soldier to move, the boys can climb the telephone pole and go across the wire toward the hangar.

Marcus volunteers to create a distraction—even though it means he will be taken home and won't see the inside of the hangar. Marcus must go back toward the map's center, turn left, and go around the central building to the spot between two buildings that is marked with a red "X" on the map. There he finds a barrel to kick to lure the soldier over to him.



Marcus's distraction gives Lucas a chance to move to the telephone pole and climb to the top. This requires an action sequence; if you fail, Lucas falls and must start over again.

At the pole's top, Lucas must crawl along the wire to another pole. Watch the spotlights, and go past them as they move away from the wire or Lucas will be spotted.



At the other pole, slide down to the ground and prepare to make the final dash to the hangar.



If Lucas follows the path on the map and avoids the spotlights, he makes it to the hangar. Soldiers catch him if a spotlight shines on him.



At the hangar, follow the wall around the corner to the left until Lucas finds the door. Use the latch to open the door and enter the hangar. Lucas must keep moving through the darkened corridors.

Lucas reaches another door that he must open. When he continues through this last door, he finally sees what the secret hangar holds.

Checkmate!

Day: February 1
Time: 09:40 PM
Location: Unknown

As the flashback is occurring, the Oracle is reporting to the Clan that Lucas has been killed.



In order to view this vision in its entirety, you must pass a directional-input action sequence.

THE PACT

Day: February 1
Time: 10:24 PM
Location: The Cemetery

CARLA'S PDA

Lucas Kane called me to suggest a meeting. I should have told my boss and organized a police operation to arrest him. I decided not to tell anyone and to go there alone to find out what he had to say for himself....

Carla's Mental-Health Modifiers

Action	Mental Health
Trusting	+5
Wary	-10
Alliance with Lucas	+20

Lucas's Mental-Health Modifiers

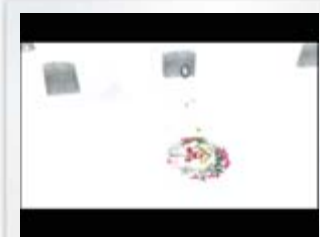
Action	Mental Health
Alliance with Carla	+10



Carla starts out at the cemetery's entrance. She must look for Tiffany's grave. It is the only new grave here.



Carla must walk straight ahead and follow the path to the right, continuing toward the path's end.



To reach Tiffany's grave, take the last pathway to the right. The new grave is on the left side.



When Carla looks down at the grave, Lucas approaches and begins a conversation with her.

Carla/Lucas Conversation Topics

· Trusting	· Indigo Child	· Roots
· Wary	· Apartment	· Other Murders
· Oracle	· Lucas	· Help
· Why	· Lucas's Victims	· Me



In the first part of the conversation, Carla has two choices of how to act. If she decides to be trusting, she gains some mental-health points.



If she chooses Wary, she pulls a gun on Lucas and loses mental-health points.



During the course of the conversation, directional-input sequences appear. Pass them to hear Carla's thoughts, which reveal her observations and feelings.



In the second round of questions, choose Why followed by Indigo Child to get the most information.

The next round of questioning is long or short, depending on the choices. To get the most out of it, choose these selections in the following order: Lucas, Lucas's Victims, Other Murders, and Roots.



The final round of the conversation has only two choices. Either one gives Carla the same information.



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In the end, Carla and Lucas agree to work together to find and protect the Indigo Child. As a result, both Carla and Lucas receive bonus mental-health points.

Jade

Day: February 27
Time: 09:30 AM
Location: Unknown



Lucas is having another vision. To keep the vision open until the end, Lucas must pass a directional-input action sequence.



In the vision, Lucas sees the Indigo Child. He can determine where to find her from the logo on her dress—the Saint Thomas Orphanage.



Lucas wakes up from the vision and is comforted by Carla.



FROZEN TO THE BONE

Day: February 27
Time: 09:30 AM
Location: Police Station

TYLER'S PDA

As the thermometer continues to drop, Carla and I meet up at the police station to try to organize help for the population.

Carla's Mental-Health Modifiers

Action	Mental Health
Tells Tyler the truth	+10
Lies to Tyler	-10

Tyler's Mental-Health Modifiers

Action	Mental Health
Leaves with Sam	+20
Sam leaves alone	drops to 5



Carla and Tyler meet up at the police station. It continues to get colder and colder.



After talking about the military taking over the evacuation plans for the city, Tyler questions Carla on whether she is telling him everything she knows about the Kane case.

Carla/Tyler Conversation Topics

· Admit

· Lie



Carla can either tell Tyler the truth or lie. If she tells the truth, Carla gains mental-health points.



However, if she lies to Tyler, Carla loses mental-health points.



After talking to Carla, Tyler's girlfriend, Sam, walks through the door. Tyler must walk over to talk to her.



Tyler/Sam Conversation Topics

· Stay

· Leave

Chapter 35: Where Is Jade?



Sam is leaving for Florida and wants Tyler to join her. Tyler must decide what to do.



If Tyler decides to quit the police force and go with Sam to Florida, he earns mental-health points.



However, if Tyler decides to stay on the force and in the city, his mental-health points drop drastically.

After the conversation with Sam, Tyler can walk back over to Carla and talk to her to end the scene.



Lucas and Carla pull up in front of the Indigo Child's orphanage. Hopefully they have made it before the Oracle.



Lucas can get out of the car and must walk up the path to the orphanage.



After opening the door, Lucas walks in, passing the nun at the desk and continuing to the dormitory area.



Lucas now has a limited amount of time to find Jade, as shown by the timer bar across the screen's top. You don't have time to check all seven rooms.

WHERE IS JADE?

Day: February 27
Time: 11:07 AM
Location: The Orphanage

LUCAS'S PDA

The Indigo Child is in Saint Thomas' Orphanage. I've got to find her before the Oracle does....

Lucas's Mental-Health Modifiers

Action	Mental Health
Finds Jade	+10
Does not find Jade in time	-10
Refuse to give Jade to Agatha	+10
Give Jade to Agatha	-10



Tarot Card Bonus

Open the second door on the left in the dormitory area, and enter the room to find a 10-point tarot card on the table by the window.

Have Lucas head to the last door on the right. Inside he finds a crucifix on the bench. Pick it up to gain an extra life—which comes in handy later on.



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In the vision of the Indigo Child, Lucas saw a painting of the Madonna behind the girl. That means the correct room is across the hall from this painting.



Lucas must reach the last door on the left before the timer runs out. After he enters this room, the Oracle arrives at the orphanage. However, the timer stops for now.



Lucas must engage in a long series of directional-input action sequences. If he fails a sequence, he loses a life.



There are also a few sequences requiring rapid repetitive inputs.



Lucas can look at the Indigo Child's medical chart. It tells him that her name is Jade. She is autistic and has never spoken.



Lucas can pick up Jade. When he does, he receives bonus mental-health points. It is time to get out.



Eventually a large water tank falls on the Oracle, and several police helicopters arrive. However, the Oracle is still alive and goes after Lucas and Jade.



Lucas picks up Jade and runs for the roof's edge. Pass a rapid repetitive sequence to jump across a gap to another building's roof.



The Oracle is standing at the dormitory entrance and is blocking the exit. He offers to give Lucas a quick death if Lucas gives the child to him.



A few more action sequences follow as Lucas runs along the side of a building, away from the police helicopters.



Finally, Lucas and Jade duck through an open window into a room and away from the police helicopters. However, they are not alone. Agatha is in the room and begins a conversation.



Lucas must act quickly and run for the door on the right, marked "Exit." This takes him to the roof where he can hopefully escape.



However, when Lucas gets to the roof, the Oracle is there waiting. Lucas sets Jade down in the snow and prepares to battle the Oracle.



Lucas/Agatha Conversation Topics

- | | | |
|----------------|------------------|----------|
| · Agatha | · Amusement Park | · Accept |
| · Indigo Child | · Dead | · Refuse |
| · Manipulate | · Why | |
| · You | · Resuscitated | |

Chapter 36: Bogart

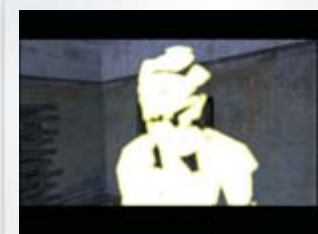


During the first conversation round, Lucas has four options. Each leads to more information about why the Indigo Child is so important and about Lucas's role.

Lucas must pass a direction-input action sequence. If he does, he hears a mechanical voice coming from Agatha—she is not what she seems. Finally, Lucas must decide whether or not to give Jade to Agatha. Keep Jade to gain mental-health points.



The conversation continues through two more rounds of information. It does not matter which choices Lucas makes, since all provide somewhat similar information.



Agatha is a cyborg. Lucas is then forced to pass a rapid repetitive sequence to keep Jade away from the creature.



If successful, Lucas breaks away and busts through a wall, falling to the ground below. Carla is waiting for them.



A homeless man beckons them toward a sewer opening. Lucas, Jade, and Carla reach the manhole and drop down to safety. The cyborg is left on the street, and soldiers from the helicopters attack it. The creature escapes while the Oracle watches.

BOGART

Day: February 27
Time: 02:21 PM
Location: Underground Secret Base

LUCAS'S PDA

Carla and I are following the bum in the subway station. I'd like to know where this is going to lead us...

Lucas's Mental-Health Modifiers

Action	Mental Health
Marcus is alive	+10
Lucas spends night with Carla	+10



Lucas and Carla follow the homeless man through an abandoned subway tunnel that has become an underground secret base. If Lucas rescued Jade, she is also with them.



Lucas must continue to follow the man along the tracks and then to an elevator.



Tarot Card Bonus

As Lucas approaches a subway car, he sees a tarot card on the tracks. Before following the homeless man up the ramp to the platform, grab the 20-point tarot card, then head up the platform.

As they approach a group of homeless people, Lucas and Carla stop to talk.



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Lucas/Carla Conversation Topics

- How
- Man

- Jade
- Where



Lucas can choose two of the four topics since the conversation lasts only a couple rounds. If Marcus survived the Oracle's attack, then Lucas meets his brother here and receives some bonus mental-health points.

To find out more about their situation, Lucas must walk toward the campfire. The man by the fire tells Lucas to take a seat. When Lucas sits down, the conversation begins between him and Bogart.

Lucas/Bogart Conversation Topics

- Invisibles
- Where
- Who
- You
- Agatha

- Chroma
- Kirsten
- Now What
- Indigo Child
- Orange Clan

- Oracle
- Cold
- Prophecy



Lucas can ask Bogart several different questions. Although the conversation lasts several rounds, Lucas is unable to exhaust all the options. If he selects Now What, the conversation comes to an end.

Bogart tells Lucas and Carla that in a couple hours they will be leaving for Wishita, the location of the nearest Chroma site. They should rest until then. Lucas decides to go lie down in one of the subway cars. However, Carla is not ready to sleep just yet.

Carla

Carla's Mental-Health Modifiers

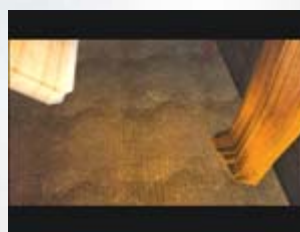
Action	Mental Health
Warms self by fire	+10
Bad news on radio	-5
Carla spends night with Lucas	+20



Carla can now stand up. Since it is quite cold, she should walk over to the fire and get warm. This provides bonus mental-health points.

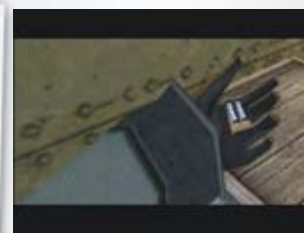
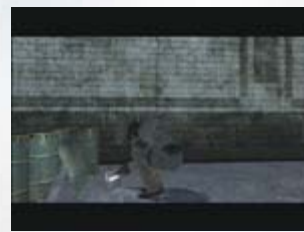


Carla can walk past Bogart toward the platform's other end. However, before going too far, enter the first door of the subway car.



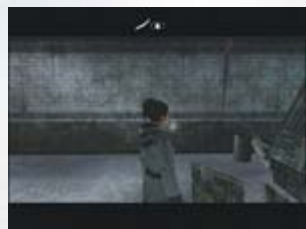
Inside is a crucifix. By picking it up, Carla gives Lucas an extra life—which he needs in the final confrontation against the clans.

After exiting the subway car, Carla can continue to the platform's end, where she finds a radio. If she could find some batteries and an antenna, maybe she could get it to work and find out what is going on in the outside world.



If Carla enters the same subway car, but through the other door, she finds a flashlight. Take the batteries from the flashlight to use in the radio.

Chapter 37: Final Countdown



Now she just needs an antenna. Carla must walk to the platform's opposite end, where she finds some junk. Break off an iron bar and use it for an antenna.

Return to the radio; put the batteries in and attach the antenna. This allows Carla to listen to a few broadcasts, getting news about the spread of the severe cold wave across the globe. While it provides information, the depressing news causes Carla to lose some mental-health points. However, it is worth the cost.



It is time for Carla to get some rest. She must head back to the subway car near where she found the antenna. There she finds Lucas lying on a mattress. Carla should lie down as well.



However, neither Lucas nor Carla feels like sleeping. With the end of the world possibly only a couple of hours away, the two wish they could have met under better circumstances.

Not wanting to waste the hour remaining, Lucas and Carla embrace and make up for lost time. Both of them receive additional mental-health points.



Revelation

Day: February 28
Time: 03:01 AM
Location: Wishita Military Base

LUCAS'S PDA

Bogart told me everything. Jade is the Indigo Child. She holds the fate of humanity in her hands. She has to reveal her message before it's too late.

The whole thing will be decided tomorrow at the old army base in Wishita, the one my parents worked in when I was a child.

The one who hears the Indigo Child's message will decide the future of the planet.

In another flashback to his childhood, Lucas remembers a night at Wishita. He wakes up to the sound of his parents arguing. After jumping down from the top bunk, Lucas walks over to the door and opens it.



Walk down the hallway toward the sound of his parents' voices. When he reaches the door, Lucas can eavesdrop.

Lucas discovers the source of his powers and his tie to the Wishita military base and to the Chroma site. The scene ends when Lucas's parents open the door and discover him listening to their conversation.



FINAL COUNTDOWN

Day: February 28
Time: 09:31 PM
Location: Wishita Military Base

CARLA'S PDA

I've got to take Jade to the Chroma Source so that I can learn her secret.

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Lucas and Carla arrive at the Wishita military base and drive through the snow to the hangar. Lucas climbs out and gets Jade. The girl is unconscious, so Lucas must carry her to the hangar.



NOTE

is either the Orange (Oracle) or Purple (cyborg) Clans have Jade, Lucas must go alone into the hangar and battle with the Oracle and the cyborg creature to save Jade.

Lucas must complete a rapid repetition-input sequence in order to trudge through the deep snow and fight against the strong wind to reach the hangar door.



When he reaches the hangar door, Lucas must open it and carry Jade to the next door and open it. This is the same path Lucas took into the hangar as a child.



Lucas must continue to carry Jade into the hangar. However, when he reaches the main floor, he finds himself surrounded by Orange Clan soldiers.



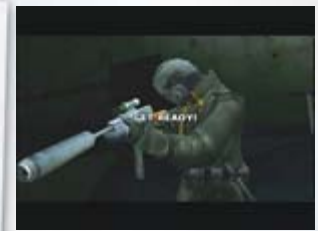
The Oracle is waiting for him. Lucas places Jade down on the ground and prepares to battle the Oracle for the last time.



The battle alternates between directional-input sequences (which allow Lucas to dodge attacks by the Oracle) and rapid repetitive sequences (which allow Lucas to build up his special powers). If Lucas fails to dodge an attack, he loses a life.



When Lucas's power bar is to the far right, Lucas unleashes a powerful attack of his own against the Oracle—destroying the enemy once and for all.



However, the Orange Clan soldiers are still surrounding Lucas. In order to deal with them, he must pass more directional-input sequences. If Lucas fails a sequence, a soldier shoots him, costing him a life.



Now the cyborg creature from the Purple Clan arrives. If Lucas has been shot, the creature eliminates the soldiers, then turns on Lucas.



Lucas must pass more action sequences in order to stay alive and destroy the cyborg creature.



With all of his enemies defeated, Lucas can now pick up Jade and take her to the Chroma Source.

Chapter 37: Final Countdown



When Lucas reaches the altar, place Jade on it. After the lights swirl around, Lucas hears the message from Jade.



As a result of saving Jade, Lucas has also saved the entire world. The next scene is several weeks later. The cold has ended, and Lucas ponders what to do as the only keeper of a powerful secret.



However, Lucas is no longer alone. Carla is still with him and together they face a happy future.

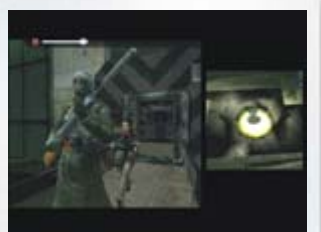
What if the Oracle Defeats Lucas?



If during the fight against the Oracle Lucas loses all of his lives, he finds himself in a white box, unable to get Jade.



However, Carla is still in the snow vehicle. Feeling something is wrong, she climbs out and makes her way to the hangar door. She must pass an action sequence to get there.



When she's inside the hangar, Carla sees a soldier at the next door; he has his back to her. A metal rod is on the ground that she can pick up and use to defeat the guard.



She can then pick up the soldier's gun and use it to shoot the Oracle.



With the Oracle down, Lucas regains consciousness. He must then pass action sequences in order to deal with the Orange Clan soldiers. After that, the cyborg creature arrives to fight Lucas.



If Carla is caught sneaking into the hangar, the Oracle wins and takes the Indigo Child to the altar, where he learns the secret.

The Oracle lets Lucas and Carla go. The cold spell ends and life returns to normal in the city—at least for now. Even though they did not prevent the Orange Clan from getting the secret, Lucas and Carla can start a life together.



What if the Cyborg Creature Defeats Lucas?



If the Purple Clan defeats Lucas, then the cyborg creature takes Jade to the altar and learns the secret.



The cold envelops the entire earth. Only those people who have moved underground survive. Lucas and Carla stay with Bogart and the Invisibles and lead a rebellion against the Purple Clan.

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While things may be pretty drab and cold, at least they have each other.

Tarot Card Bonus

When the final scene is complete, no matter what the outcome, watch the game credits. When it reaches the end, you get a 500-point tarot card. It is definitely worth the wait.



BONUS CONTENT

Bonus content includes game sequences, an art gallery, movies from the game, and soundtrack music. You can unlock bonus content in two ways. Some features unlock as you play through the game. Others require you to spend bonus points to unlock them. Throughout the game you can pick up tarot cards that award you bonus points. You can earn over 300 bonus points if you find all the cards. Plus, after you finish the game and watch the entire credits, you score an additional 500 bonus points!



Sequences

Pass specific parts of the game to unlock sequences. These are usually action sequences that you can play again through the Bonus Content menu, or just watch the sequences without having to supply any inputs of your own. There are seven different sequences—two of them are not from the game at all.



Boxing: Unlocked in the Friendly Combat scene, Tyler and Carla spar in the ring.



Car Chase: Unlocked in the Confrontation scene, Lucas flees from the police outside of his apartment.

Shooting Gallery: Unlocked in the Questions and Bullets scene, Carla can hone her marksmanship skills.



Basketball Match: Unlocked in the Double or Quits scene, Tyler and Jeffrey go one-on-one in a game of hoops.



Angels: Unlocked in the Fallen Angels scene, the evil angels come after Lucas in the church.



Da Hidden Dance Floor: This is unlocked by completing the game. Though not from the game, this sequence pairs up various characters in the game for a little dancing.



Ice-Skate Contest: Unlocked by completing the game, this is from a scene that was cut from the game. Carla and Tyler see who can ice-skate better.

Chapter 38: Bonus Content

Gallery



Here is where you can unlock art from the game. There are 48 different pieces you can unlock for 2 bonus points each.

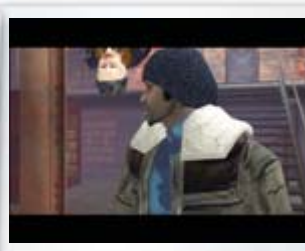
Movies



You can unlock nine movies taken from the game as well as some behind-the-scenes movies showing how *Indigo Prophecy* was created. Movies cost 20 bonus points each to unlock.



Sam's Dance: Sam dances for Tyler.



Takeo's Hide-and-Seek: Takeo darts around as Tyler tries to look for him.



Fist of Takeo: Tyler takes on Takeo.



Making-of Teaser: This is a short movie covering bits of how the game was created.



The Motion Capture: See how live actors and stuntmen were used to make the realistic character movements in the game.



The Settings: This is a slideshow showing the various settings in the game.



The Voices: Here you can see actors doing the voice-overs for characters in the game.



The Characters: This movie shows the different skins that were used to create the characters.



Character Gallery: This is a montage of the characters in the game.

Soundtrack

You can unlock 14 different soundtracks from the game. Each track costs 5 bonus points to unlock.

Music Tracks	
Artist	Title
Theory of a Dead Man	Santa Monica
Theory of a Dead Man	Say Goodbye
Theory of a Dead Man	No Way Out
Theory of a Dead Man	No Surprise
Johnny Bristol	Do It to My Mind
Ben E. King	Street Tough
Patrice Rushen	Hang It Up
Bobby Byrd	Try It Again
Society's Bag	Let It Crawl
Imagination	Just an Illusion
Angelo Badalamenti	Lucas' Main Theme
Angelo Badalamenti	Carla's Main Theme
Nina Simone	No Good Man
Martina Topley-Bird	Sandpaper Kisses